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Nintendo®

MAGAZINE SYSTEM

Issue #17

AUG '94

STUNT RACE FX

Too cool Too fast and too much fun!

Win a NBA JAM jacket!

HUGE PREVIEW

Super Street Fighter 2 & Mortal Kombat II

SUPER GAME BOY SPECIAL

Donkey Kong & Tetris 2

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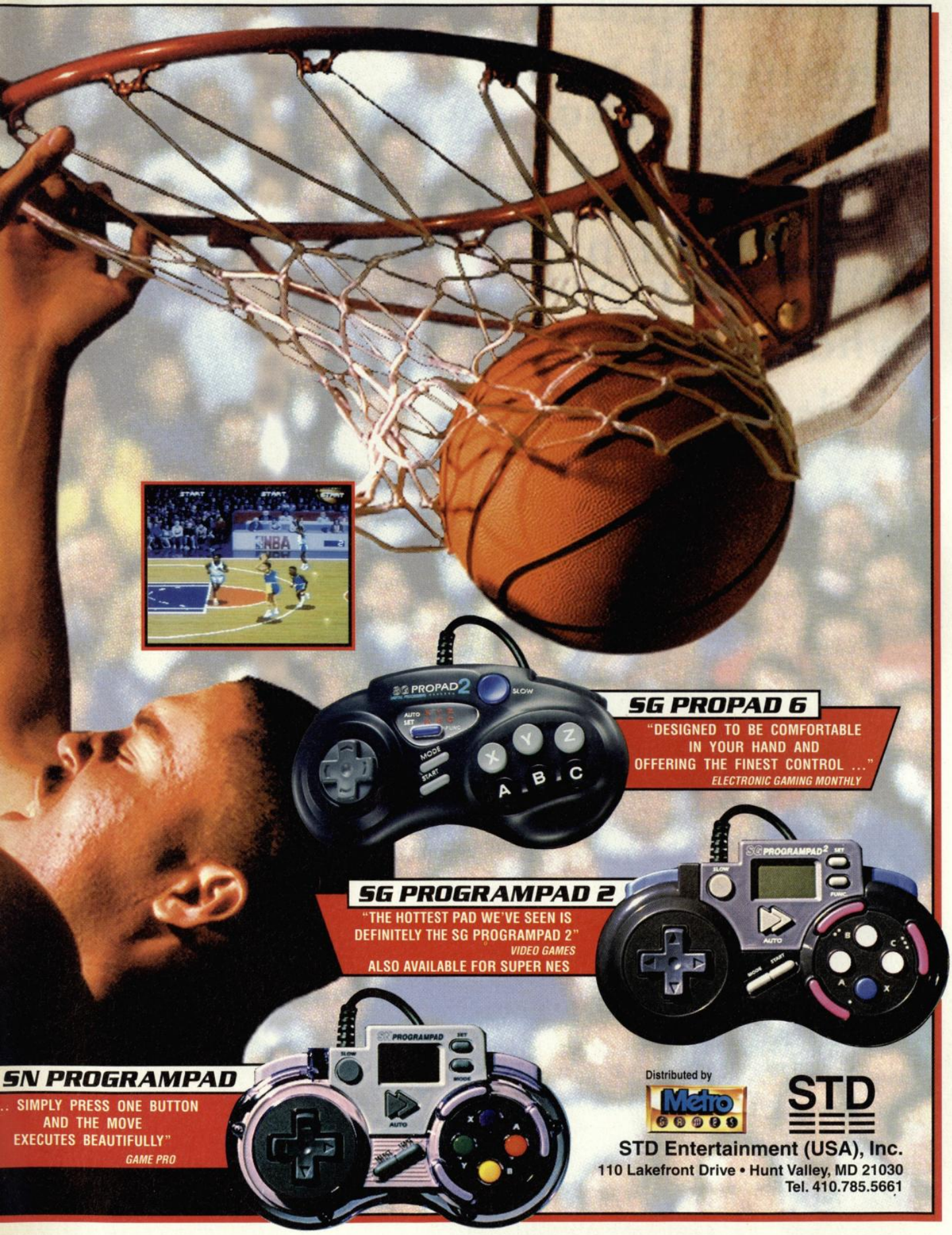

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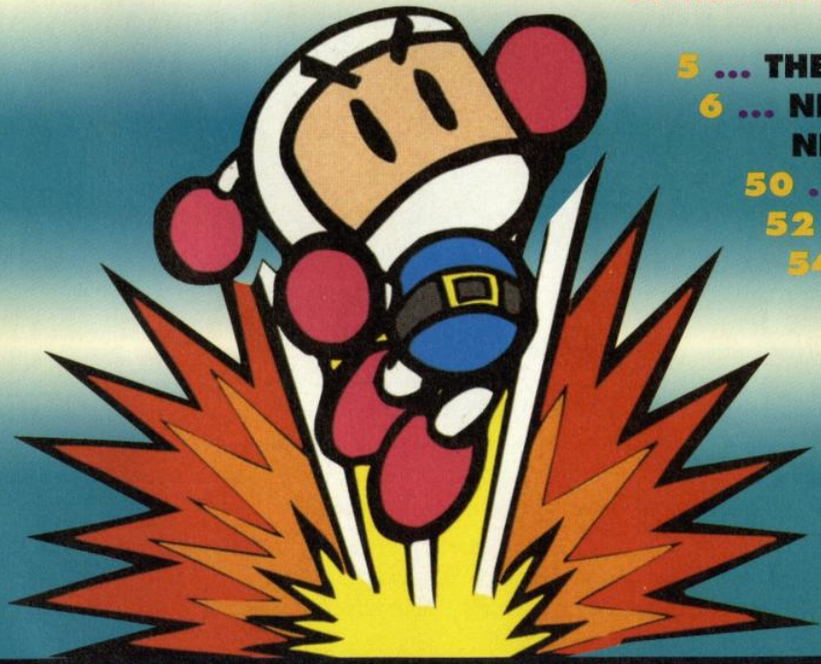

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PIZZA & THE ART OF MOTORCYCLE MAINTENANCE

You know, life is sometimes like a pizza. Some days you get a great slice - the bits with ham, olives and extra cheese - then other days, well, it's the slice with the pineapple pieces.

Kinda like popping into your local newsagents to pick up gaming mags really. Some of them seem have so many bits of pineapple in them that you kinda gotta wonder if they're not put out by Golden Circle.

I mean really, who exactly can get excited by the biggest posters in the universe when it's just some little photo provided by a software distributor and blown up seven zillion percent? Or about "latest info" that's lifted from press releases so old that they are carved in stone?

Then, of course, there's the staff of a certain magazine, who seem to spend most of their time eating in posh hotels, and so little time playing games that you wonder if they ever take them out of the boxes. When it comes to the two most essential things in life - food and video games - may I recommend my patented Fat Boy Foodtastic Entertainment Unit with its full size executive fridge with a Super NES set up above it.

But anyway, I think you get the picture.

On a more lardly note, I am more than pleased to announce that I personally (with a little bit of help from Mary, Andrew, Rod and a few other people who are pathetically grateful just to be in my presence), have managed to ensure that NMS is still the number one mag in the universe with almost seventy percent of the entire game magazine market in Australia.

This means that all of you out there obviously recognise that NMS is the best gaming mag around.

Now it's only a matter of time before I am voted Prime Minister and I'll be able to personally get rid of all this censorship nonsense and give every man, woman and child in the country a pizza allowance (with gaol sentences for pineapple consumption).

The next step, I think will be to ban all fruit and vegetables and hand out Milo with the school milk.

Lastly, and most importantly, each and every child shall have a Super NES to call their own, and for the icing on the cake, I'd drop the price of games to twenty bucks.

FAT BOY SEZ: VOTE FOR ME

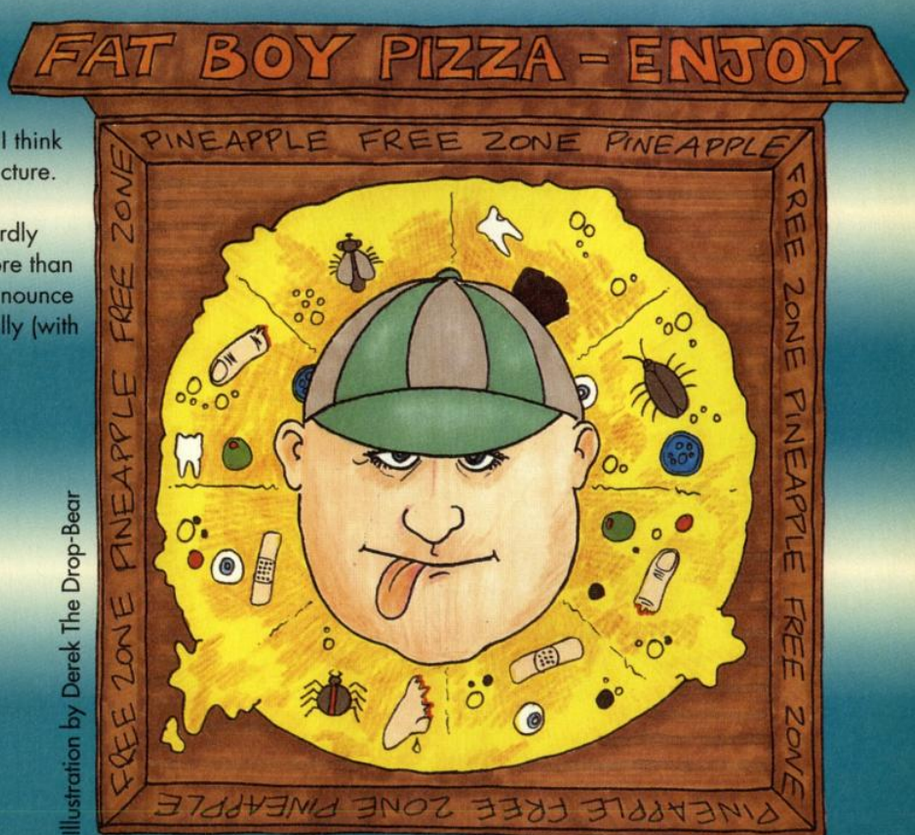

FAT BOY PIZZA - ENJOY
PINEAPPLE FREE ZONE PINEAPPLE
FREE ZONE PINEAPPLE FREE ZONE
FREE ZONE PINEAPPLE FREE ZONE
PINEAPPLE FREE ZONE PINEAPPLE

Illustration by Derek The Drop-Bear

NINTENDO NEWS NETWORK

NINTENDO'S 32-BIT MYSTERY MACHINE

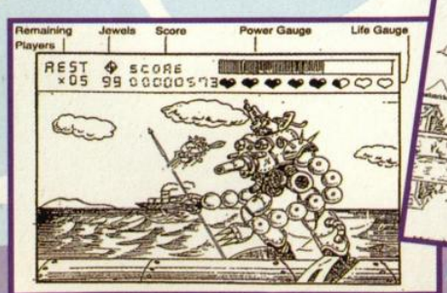
After announcing its plans for a 32-Bit virtual reality system back in April, Nintendo Japan have been mysteriously silent. So silent, in fact, that neither Nintendo Australia or Nintendo UK knew anything about it when we quizzed them! However, the NMS global spy network has uncovered industry rumours as to what the new system might actually be. Nintendo Japan's president Hiroshi Yamauchi has said that it will allow players to experience virtual reality without the use of a head set. Of course, this could mean just about anything, as the term 'virtual reality' is not clearly defined.

There is speculation that the system will be of such high resolution that current television sets will be unable to handle it, adding fuel to rumours of a self-contained unit with its own hi-res LCD screen. Also likely is that it will not be of the Famicom series, such as the NES and Super NES are, but that it may be compatible with PCs. Nintendo have been working closely with Silicon Graphics and IBM on high compression techniques for Project Reality, and there were rumours early this year that Microsoft has been taking a close look at Nintendo USA, possibly with the view to forming some sort of partnership. However, until Nintendo release details, nothing is for certain, and Nintendo has promised to preview the 32 Bit mystery machine, as well as two new Project Reality games, at their own Famicom Space World Fair in November.

STOP PRESS The name for Nintendo's 64 Bit Project Reality machine has been announced. Get ready to ask for an "Ultra 64".

POSSUM STEW

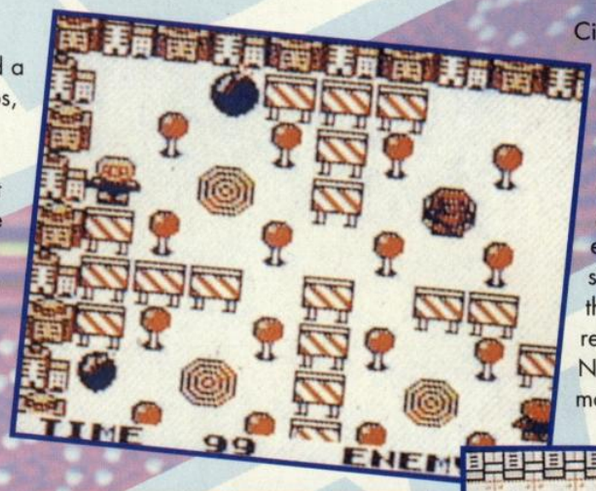
Konami are one of the best developers in the world, with most of their Super NES and arcade releases becoming instant classics. They are also one of Nintendo's most valuable business partners, so many wondered why they recently started making games for Sega, such as Rocket Knight Adventures. Obviously because they saw a buck in it, however, Nintendo loyalists fear not, for it was only a practice run for their forthcoming Super NES release, Sparkster The Rocket Knight. Sparkster himself is a possum possessed of super powers and for the new Super NES game he has undergone much training to become even more versatile. The 8 Mbit game is still being worked on and won't be available until the end of the year, but we've managed to sneak a quick look at some of the thirty plus levels that will make up the finished game, as well as some of the artist's design sketches.



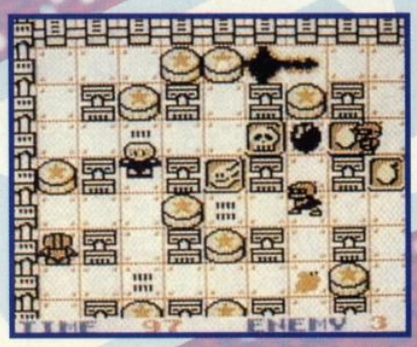
Get'em Sparkster! That'll learn 'im!

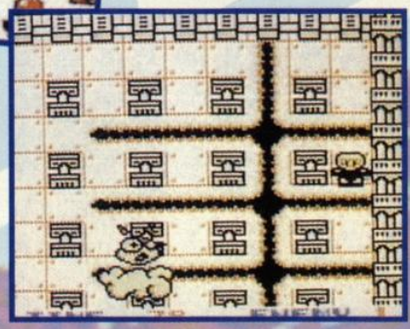
BOMBER BOY

Super Bomber Man, the game that sold a million Multi-Taps, is now on the Game Boy! Public transport will never be the same again, already in Japan hundreds of trains and buses have been held up by commuters downing briefcases and refusing to budge until they've blown up everything in the last screen!

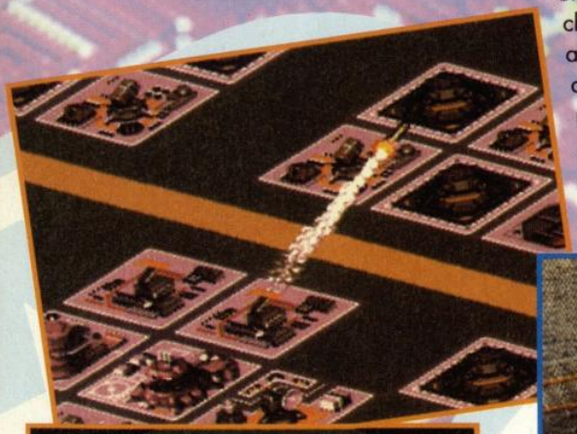


Citizens have been warned to stay indoors, as contact with a Bomber Man results in instant addiction and there is no known cure! Australians are yet to be exposed to this deadly strain of Nintendoitis, though a full medical report will be issued in NMS as soon as we hear more.





MINIATURE MAYHEM!



Strategy games are not usually renowned for the speed at which most play at, but Metal Marines changes that. It's something like a cross between Sim City and Rampart that's been designed by a psychopathic army general. You set up your collection of weapon sites and command centres and the enemy sets up theirs. You then proceed to blast the crap out of each other. The game runs at real time, meaning there's no waiting to take turns but you must stay alert for sneak attacks by the enemy.

Metal Marines was developed by Namco and is published by Mindscape in the UK, though no release date has been set for Australia. Shame.

BADGES AHOY

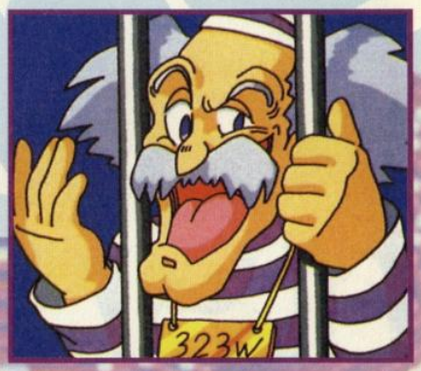
Umm... There's like, these badges, and they're for sale. Or something. And Mary likes them cause they've got Yoshi on them. What a girl! So like, buy 'em at like all good stores.

Andrew on the other hand reckons that you should be buying more comics instead. What a boy...

CONTROL CAPCOM

When the first Street Fighter II game was released on the Super NES, Capcom brought out a joystick designed especially for use with it, but it was overpriced and not really that good. Now they've done it again and released the Capcom Pad Soldier, a joypad rather than a stick, but still designed with SFII-playing in mind. As you can see from the pic, it has a somewhat unconventional design, incorporating a pistol grip type extension for your left hand. This gives greater stability, and the L, R, X, Y, B and A buttons have been aligned in sequence as with the arcade set up. It looks quite sturdy, but will no doubt be more expensive than most other pads, so try it out before parting with yer bucks. We'll let you know what we think of it when it's released in Australia.

DEMONS AHOY!

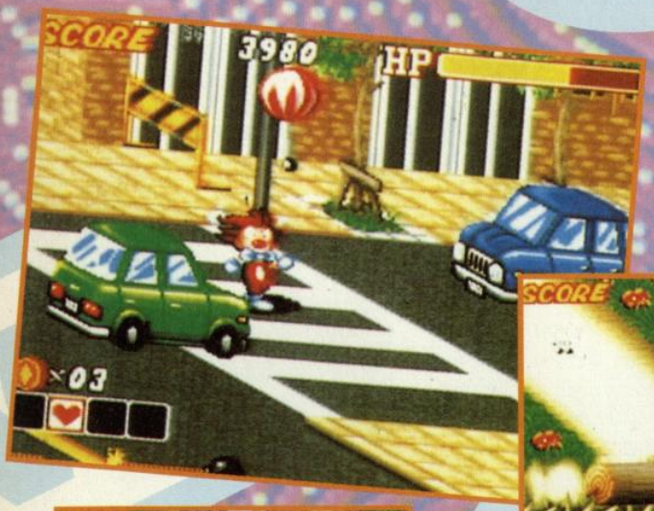


(Above) Dr Wiley says: "Release me in Australia so I can get up to no-good on NES!"

One of the first games released for the Super NES was Capcom's Super Ghouls 'n' Ghosts. It's still one of the most impressive games ever, with graphics and music comparable to the best. Players who finished this diabolically hard game, (all three of you), will remember messages from the end sequence which hinted at a return for the hero, Arthur, but that was a few years ago and nothing sequel-wise has been seen since. However, there is a new game from Capcom, out now in Japan, which although has nothing to do with Ghouls 'n' Ghosts, bears more than a passing resemblance to the classic. It's called Demon's Blazon and features a winged demon as the main character. The graphics - all 16 Mbits of them - are in the fantasy style and are very reminiscent of G'n'G and hopefully the gameplay will be of the same standard (but not quite as rigid). With any luck it won't be a shambles like some of Capcom's more recent releases (Knights Of The Round, King Of Dragons), and if it gets a release in Australia we'll give it the full review treatment thingy.

While on the subject of Australian releases, much is up in the air at the moment. Capcom and Konami previously had their games distributed in Oz by Mattel, but with Mattel's lack of commitment to video games this year, nothing from either of these top developers has been released, except for Mega Man X and Super SFII which were picked up by Nintendo Australia. We hope the situation will be sorted out, as it's a shame that Australian players are missing out on classics such as Konami's Goeman 2 and Capcom's continuing Mega Man series on NES and GB.

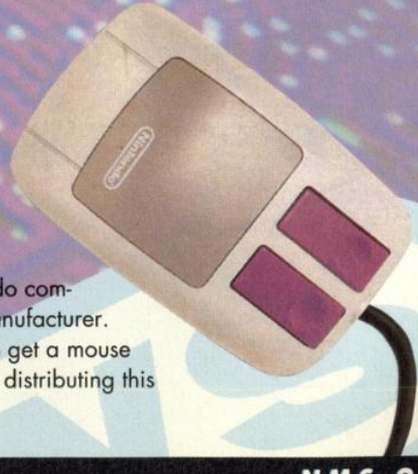
KILL THE CLOWN!



Everyone loves a clown. At least everyone is supposed to love clowns, but if you are one of those anti-cute sort of people, we have a game for you. Called Crazy Chase, it features an unbearably cute little munchkin of a clown as the hero and plays as a platform game, except that it doesn't look like one. The forced 3D-scrolling action is viewed at 45° from above and to the side and the little clown has to run along whilst avoiding all manner of obstacles, from brick walls to hideous spikes and even banana skins! This part of the game is what sadists will revel in, as should the cutesy clown miss a step he suffers one of many terrible fates, be it by explosion, incineration, impaled on spikes, flattened by traffic, or worse! And if that's not enough, there is a strict time limit which is enforced by a bomb.

Crazy Chase is published by Kemco and there will be a Pal version available by the end of the year in the UK. Whether or not it will be picked up by an Australian distributor is another question entirely, but if it's as good in the gameplay department as it looks, we hope it will be. If only so we can watch the cute little cretin suffer a thousand excruciating deaths!

SQUEAK, SQUEAK, I TELL YOU!



In last month's review of Sony's Fun 'n' Games, we foolishly neglected to mention whether or not the Nintendo Mouse is compatible. Well, it is. Sadly, though, it doesn't really help the somewhat slow and frustrating control you have over the cursor, but anything is an improvement over the standard joypad.

While on the subject of mechanical meeces, there is a new Nintendo compatible mouse made by Fire, a prominent European joystick-type manufacturer. The good news is that no longer will you have to buy Mario Paint to get a mouse for your Super NES. The bad news is that we haven't found anyone distributing this product in Australia, but when we do we'll tell you.

NEWS

ON THE WAY

Sony Electronic Publishing (SEP) is expanding its operations in Australia with the announcement of a new release policy which promises worldwide releases for new games at old prices. All of Sony's Super NES titles will retail at either $89.95, $99.95 or $109.95, depending on cart size. SEP is also now signing deals with developers on a title by title basis, which basically means they get to choose the best games from a developer's list without having to take the crap games. This should hopefully stop rubbish such as Last Action Hero and Cliffhanger being released onto an unsuspecting public.

Legend is a hack 'n' slash game in the style of Golden Axe. There's been millions of games like this released over the years and it must be said that the format is becoming rather tired. Legend offers nothing new in terms of gameplay, although it promises two player action with very big sprites and no slowdown whatsoever, even in the turbo speed setting. If the gameplay holds up, it could prove to be quite enjoyable despite its lack of originality. Legend will be released in August for $89.95.

In a similar style to Legend is **Battletoads Double Dragon**, a scrolling platform beat 'em up featuring Tradewest's two most popular teams. It's been out overseas for a while but will be released locally in September.

Eek! The Cat is an American cartoon-cum-platform game with - allegedly - a difference. You control Eek (the cat) who is totally invincible. So where's the challenge you ask? Well, Eek's job is to guide the blind, in a manner of speaking. He must lead his friends through several levels while keeping them out of danger. Eek can be maimed, mutilated and otherwise harmed but his charges, such as old grannys and headless chickens, must be preserved intact - not an easy job when you see some of the obstacles in the five stages he must get them through. Eek does, however, have a secret weapon - a dead fish, no less!

Now for something completely different. **Super Battletank II** is NOT a platform game. It is a war game in which you get to take the American Army's newest armoured assault vehicles out for a test drive, and waste some Commies while you're at it.

Super Battletank II has been developed by Absolute, who were responsible for Turn And Burn, so expect something similar except on the ground and in the desert.

Now, back to platform games. **Mr Tuff**, from Sales Curve Interactive, has a plot (no, really!) about a demolition droid called ... Mr Tuff. The game consists of forty levels spread over six islands, and Mr Tuff has to visit each and destroy a number of buildings before moving on to the next. Those who revel in carnage stay tuned.

Also on the way from SEP is **Addams Family Values**, the long-awaited space trading sim **Elite**, the inevitable game of the new **Flintstones'** movie, **Jurassic Park 2** (two players and is coming to the Game Boy as well), **Mighty Max**, **Beast Ball** (Brutal Football on the Amiga), **Morph** (also on the Amiga and similar to Claymates), **Pinkie** (a politically correct platformer - yeech!) and, best of all, **Vortex**, which was previewed in last month's NMS Super FX chip special.

CELLULOID BIFFO

NEWS

As you know, the video game industry is big. So big, in fact, that it currently has a bigger cash turnover than the box office, hence the electronic entertainment bandwagon is being jumped on by most of the major movie and television companies, including Warner Bros. and Viacom, to name just two. So it comes as no surprise to hear that the games are biting back, with several popular titles being transferred to celluloid. The Mario Bros. movie last year was one of the first, (but it was pretty lame), and there are more to follow.

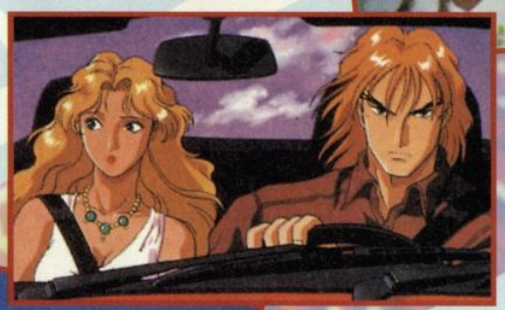
Street Fighter II is being filmed in Thailand and in Australia on the Gold Coast. Jean Claude Van Damme has been cast as Guile, but otherwise it looks like a B-grade effort. (That's probably why it's being partially shot on the Gold Coast.) There is also a Mortal Kombat movie in production, but details are sketchy, other than that it will probably feature many of the same actors who had themselves digitised into the game.

The *Double Dragon* movie is also nearing completion. It stars Mark Dacascos as Jimmy and Scott Wolf as Billy (never heard of 'em? neither have we), as well as *Terminator 2*'s Robert Patrick as the villain Koga Shuko. The film is set in Los Angeles in the year 2007 and LA has suffered devastation by a huge earthquake, the "Big One" that everyone has been waiting for. Naturally, for any post-apocalyptic scenario, street gangs control the streets and the cops can't do a thing to stop them.

The, ahem, 'plot', goes something like this: Koga Shuko discovers half of the Double Dragon medallion, which enables him to possess other people's bodies and to use them for his own evil purposes. The other half of the medallion is in the hands of Jimmy and Billy Lee. Throughout the film Koga Shuko tries to obtain the Lee brothers' half of the medallion to further his evil intents, while the two righteous lads do their best to stop him. Alyssa Milano (of *Who's The Boss* fame) plays the leader of a group of do-gooders called The Power Core, as well as Billy's love interest. Fortunately, the movie doesn't take itself too seriously and there are many humorous touches, including a street gang being made up of postmen who use their mailbags as weapons, and geeks who attack with pencils and pocket calculators. No release date has been set for *Double Dragon*, either here or in the US, but it probably won't been seen anywhere until next year.

On a more promising note (ie., non-Hollywood), two of the hottest beat 'em ups have been made into anime features. There's the *Street Fighter II* one which we mentioned a couple of months ago and a *Fatal Fury* motion picture. Both of these look great, as there's much more scope to include spectacular 'special' moves in the animation format. Although both these movies are out now in Japan and Kong Kong, no English translation has been confirmed, so you'll just have to sit tight (or get a laser disc player and learn Japanese or Cantonese).

(Above & below) Double Dragon shenanagains ahoy! (Right) Nice ponytail, Ken.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Is there life after Mario Kart? The treacherous tracks, the knuckle-popping excitement and the joy of whippin' your pal's butt on the last lap? Nothing's beat it yet, but Argonaut and Shigeru Miyamoto have had something up their sleeves that just might knock Mario and co. off their stratosphere-high pedestal! Yes, the big N's Super FX chip and polygon-fest is

STUNT RACE

finally about to be unleased upon all you racing fiends, so turn up the fan on top of your telly for the full wind in-yer-face vibe, buckle up and lay down some rubber!

CART SPEC

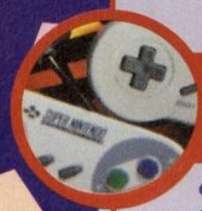
- BY: NINTENDO
- RRP: $99.95
- RELEASE: AUGUST
- GAME TYPE: RACING
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Two
- OPTIONS: Nup

GAME INFO

- GAME ORIGIN: Second game to use Argonaut's FX chip
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Completed all classes
- ALTERNATIVES: Mario Kart



CONTROLS

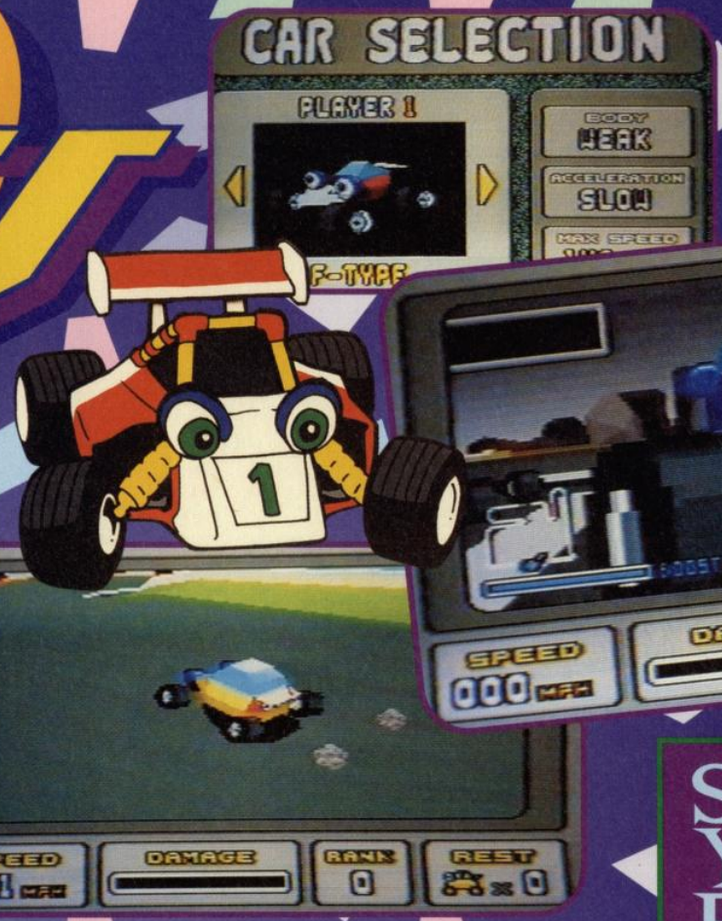
- CONTROL: Joypad
- RESPONSIVENESS: Sensitive

A — Brake/reverse	L/R — Left: Extra left steering Right: Extra right steering
B — Accelerate	
X — Jump	S — Start: Pause/unpause game/give up! Select: Change viewpoint
Y — Boost	

POLYGONS EVERYWHERE!

The beauty of polygons is that they can be moulded into any shape, be it spacecraft, trees, cars or the roads they drive on. The polygon objects can be placed by the computer anywhere within a defined 3D playing field and then moved around while they are viewed from any camera angle or viewpoint. The intro sequences show this ability to its fullest extent and are mesmerising to watch. See the car zoom through an underwater tunnel from below and marvel at the spinning night cityscape beyond the undulating track as the nimble thing takes a 180° bend without breaking into a sweat. Which is something you'll probably do a lot of while playing this!

FX



I LIKE TO WATCH

There are three views you can select to view the race action from. By using the Select button you can toggle between viewpoints while racing.

Cockpit: Ideal for those who have masochistic wall-slamming desire, this gives you full-on action, a very speedy feel and total disorientation whilst negotiating the more difficult areas of the track. Just like the real thing.

Behind vehicle 1: Self explanatory, really. Nice big car, a bit easier to control thanks to a better view of what's ahead and a good long look up your car's rear end!

Behind vehicle 2: Further back and higher off the ground, this lets you anticipate your turns much better. The best view to start with.

START YOUR ENGINES!

In Stunt Race FX there are five vehicles to choose from. Each has different characteristics such as top speed, acceleration and body strength, so check 'em out to see which one's for you!

When you first start the game only the 4WD, the Coupe and the F-Type can be selected. The 2WD Bike can't be used until you've finished the Master class while the semi is for bonus rounds only.

4WD - The easiest car to start with, it has good acceleration and a strong body, as well as steering that's easy to come to grips with. However, once you've got the hang of things you'll be wanting something a little faster.

COUPE - The next step up from the 4WD, the Coupe has more speed and better handling and, as such, is probably the best all-round vehicle.

F-TYPE - The fastest thing on four wheels in this game. The handling is very precise but this leaves little room for error. As you'd expect, the high speed comes at the cost of high boost consumption and the body armour is easily damaged.

2WD - Otherwise know as a motorbike. It's as fast as the F-Type and can take a lot more hits, which is a good thing as you'll be hitting a lot of things when you first climb aboard! It handles just like a real bike - give it too much juice on a tight corner and you'll be spinning 360°s till you hit a wall!

SEMI-TRAILER - For use only in the bonus stages. The semi behaves exactly like a real one, meaning you have to plan any turns you wish to make well in advance. Very tricky to master!

REVIEW

I FEEL THE NEED

Speed Trax consists of three competition classes, each of which has four races and one bonus track. Naturally, you must complete one class before moving up to the next. You must also rank no less than third place in each race to qualify for the next one.

The handy battery backup records the best three times for each track, the best overall performances for each class, as well as keeping a record of your initials for a direct start in the higher class in the future rather than race in the lower classes again.

Here's a lowdown on the first two classes, Novice and Expert.

NOVICE

Easy Ride

A rather pleasant countryside track. Speed between texture-mapped trees, look out for the Mario sign and feel your heart stop as a semi-trailer peels out from nowhere in front of you!

Aqua Tunnel

By the seaside, this track has a rollicking great water tube section (without the water) where a bad turn can send you over the edge to plunge into the blue yonder below! Better still, is the underwater tunnel with fish flashing by underneath, spangly walls and that really cool reverb engine noise in tunnels!

Sunset Valley

Ooh-aah at the huge canyon backdrops, rip through the rock ledge section without a care, screech around the big boulder on the road, but only slow down for the pack of deer crossing to greener pastures - if you see them in time!

Night Owl

Imagine a huge slot car set had been miraculously enlarged to full size and plonked in the middle of the CBD at night. Well, that's pretty much what this one's like! Cool or what?

EXPERT

Kings Forest

Sounds a bit mystical, eh? You'd expect mist, wooden bridges and happy little elves scurrying about. Funnily enough, they're all here! Well, maybe not the elves, (they were when I played it! - Skull). Yes, vision is a tad obscured initially but, as if by magic, the fog dissipates part way into the race. It's so green and lush, I feel like going for a frolic in the woods... (Oh shut up Amos...)

Sea Breeze

The Return of the Water Tube Thingies with roadblocks to avoid. Twice the corners, twice the peril. More than twice the amount of gratuitous wall-slamming in cockpit view!

White Land

It's White Christmas, with the roadsides lined with snowmen that shatter satisfyingly when you plough through them! A succession of largish speed bumps near the finish line sends your vehicle skidding off to the sides if you try to tackle them too quickly and once on the snow, getting back on track is tough indeed.

Night Cruise

This would give Akira and friends a run for their money! Winding tracks and tunnels amongst the urban sprawl, with the first (of many) guest appearances by none other than Fox McCloud in his Arwing!

Bonus Trax

Obviously, a bonus round. In the middle of each class you get the chance to drive a huge semi. Knock down the flags and complete a lap for extra time and an extra car. Not as easy as it sounds!

BUT THAT'S NOT ALL!

Once you've completed the Novice and Expert classes, the Master class becomes accessible. The Master class consists of Lake Side, Big Ravine, Sky Ramp (it's a racetrack in heaven!) and Harbour City. Big Ravine is awesome and one of the most intense tracks of the lot! Scream between winding rock walls, avoid falling boulders and zoom through the amazing bridge thingy! Watch out for the hairpin bends and drive carefully when the rain starts falling, else it's 360° spin time ahoy! Upon completing Master class, you're treated to a groovy replay of your car speeding through the tracks from various camera angles as the credits roll while a very funky 70s-ish tune plays along; savour your victory!

COMMENT

ANDREW

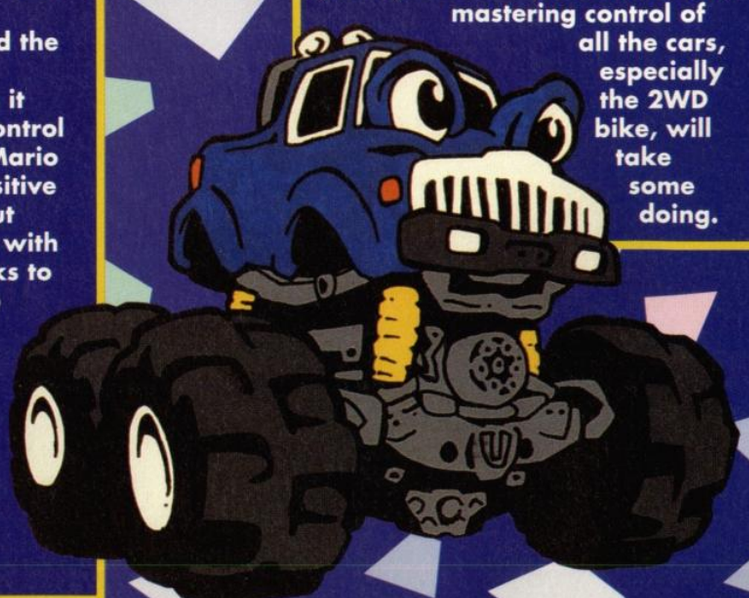
Oh yeah, it's here at last! The game that millions of Super NES owners have been waiting all year for is at last upon us and, well, it's amazing! Those extra months of playtesting by Shigeru Miyamoto and the R&D lads have really paid off, Stunt Race FX clearly has that special something that makes it stand above most other games. At first, the control seems difficult, sort of in the same way that Mario Kart does the first time you play it. The steering is very sensitive and it's easy to over-steer and end up driving into walls, but once you've played it for a little while and become familiar with the handling, you'll find that the momentum of the car works to your advantage on the track. A lot of thought has gone into the design of this game, the cars really do have noticeably different handling characteristics and you'll no doubt find one that suits your driving style best. The tracks are well designed and there is enough variety throughout each to make them really enjoyable to race on. A little more speed wouldn't have gone astray, but when you are fighting for positions against the cpu cars, nothing else matters. I dare say your joypad will likely never be given such an intense workout as it will get from Stunt Race FX!

COMMENT

SKULL

I must agree with Andrew, Stunt Race FX sure has got Nintendo's special magic running though its FX2 chip. However, there are a few things - not bad things - but lacking areas in this game. My main gripe is the two player mode, which is a bit of a disappointment after Mario Kart. The head-to-head racing is pretty intense, but only four tracks?! I can live with the low detail and diminished speed (but only just), but why wasn't some sort of battle mode included that involved fighting to collect the most stars in a Stunt Trax type arena? That would have been cool.

The single player game doesn't escape criticism, though. I think it's the best racing game so far, but there aren't enough tracks and I would have liked to have had at least five or six laps per race. That would have made the challenge greater and an option to choose the number of laps would have made it perfect. I finished the Master Class the first time and, as talented as I am, I'm sure that many of you who are reading this will do likewise. However, the Stunt Trax and Free Trax will keep you well occupied for many months as you try to better your times, and mastering control of all the cars, especially the 2WD bike, will take some doing.



REVIEW

TWICE THE TERROR!

Battle Trax is the two player game in which you choose from four tracks and go head to head with your pal. Whilst there's no heavy artillery to wipe out your opponent (as in Mario Kart), you can by all means increase his/her damage meter with a bit of friendly ramming and side-swiping! It's a case of victory by survival, or by finishing first, of course! Boost is replenished by easing off the boost button, but there's no compensation for accumulated damage.

BUMP 'N' GRIND

Going against the grain of driving school training, you're encouraged to run into things in Stunt Trax! But not everything, just the stars. This isn't as easy as it sounds though, as there are obstacles galore in the four courses available: Ice Range, Blue Lake, Rock Field and Up And Down. Each course has a couple of sections, the idea is to stay on track, negotiate the ramps and bumps, collect the stars and make it to the next section before your time limit expires. Don't forget to cross the finish line! And watch your damage meter, too.

FREE

When you first get your copy of Stunt Race FX you will notice the option to play the Test Trax. This is basically a practice run over the easiest track and you can only choose to race the 4WD, the Coupe or the F-Type. However, once you have finished the Novice class, this Test Trax race is replaced by Free Trax, in which you can select the 2WD Motorbike and practise racing on any of the tracks from the Novice class or whichever class you have completed. Sounds confusing? You should try and write this!

COMMENT

ROD

Vrrm! Vrrm! So Stunt Race FX is finally here and, guess what - it's not exactly what I expected. Shrouded in hype and secrecy, its launch has given a few of us here in the NMS office a bit of a shock. Y'see, I don't think that any of us expected it to be quite so cute. Or, for that matter, quite so easy.

There are, however, two major criticisms - firstly, the collision detection is a bit ill-defined and, secondly, the two-player split screen is a bitch if you have anything less than a huge screen. Still, the graphics are very impressive considering that this is a 16-Bit machine, the FX2 chip does its job admirably with no hint of slowdown or flicker, even when there's several cars exploding on screen. It appears slow when you are watching someone else play, but take the driver's seat and it's a different matter entirely. The cars bounce around and zoom through the tracks at a rate that's hard to keep up with and if you take your eyes off the screen for an instant you risk losing concentration and wiping out.

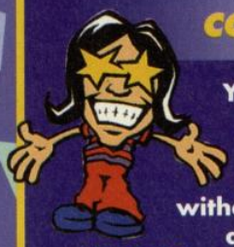
BOOSTER BOY

All the vehicles in Stunt Race FX have booster injection which increases acceleration, however, it doesn't increase the top speed. Use the boost only when you lose speed, such as when you are going up a hill or are bogged down in mud or water. Using boost in a tight corner is not a good idea, for obvious reasons!

DIAMONDS AHOY!

Run out of boost? Run over the blue diamonds at various points on the tracks for more of that extra oomph. You'll also notice a damage meter. Let that top up and you'll bust into a million polygonettes! The red diamonds help lower the damage level so you can make it to the end if you're accident prone! Both types of diamonds magically reappear each lap, so you've always got a chance.

COMMENT



AMOS

Yep, it's good alright. Two days without the cart and I'm going into withdrawal! Speed Trax is even more intense than Mario Kart, and that's a tall order! It's fast indeed, and the tracks are wicked. They weave, dip and rise with excellent tunnel bits and whatever the SFX chip can throw at you and they get progressively better in the higher classes too! Backgrounds are no longer static as in Starwing; the canyons and cityscapes etc. rotate in relation to you, giving a more realistic feel to the game. Stunt Trax is fun and can get pretty intense at times, but ultimately it's Speed Trax you'll be swerving back to. The two player Battle Trax however, is disappointing. The windows are tiny and the speed's just not there - what a bummer. If only there were more tracks to race, this cart would be perfect, as a good player can finish the tracks in a few days easily. A few gripes aside, you'd be an idiot to ignore this cart, as a hormone-rush racer on Super NES it's hard to beat.

RATINGS

BREAKDOWN

LONG-TERM INTEREST

PRESENTATION — 93

▲ The usual high quality presentation one would expect from Nintendo.
▼ But you can't go back to the game selection screen without resetting the game. Why not?!

GRAPHICS — 94

▲ Huge variety in the tracks and the cars look a treat.
▼ It's not Ridge Racer, but what do you expect from a 16 bit machine? Significantly less detail in two player mode.

SOUND — 92

▲ Positively beefy effects (especially crashes!). Engines roar, brakes screech, just like you were there. Funky tunes, too!

PLAYABILITY — 94

▲ Initially frustrating, but once you're used to the controls it's fast, addictive and gets your heart rate going!
▼ Sluggish in two player mode. Mario Kart remains the undisputed two player king.

LASTABILITY — 92

▲ The compulsion to better your times and the thrill of the race will bring you back for more.
▼ Could have done with another class and more laps per race. Once you've mastered the control, the computer isn't hard to beat.

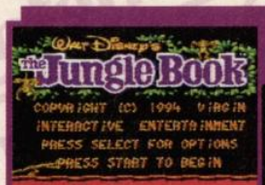
OVERALL — 95

Gland-rupturingly good to play and look at, you just gotta get this!

REVIEW

Nintendo ENTERTAINMENT SYSTEM

It's uncanny how close an upbringing Gary Harrod shared to Mowgli. Gary often tells the rest of us stories of how he was raised deep in the English countryside by sheep. Occasionally, traits from this unusual background show themselves. On a certain date in every spring Gary gets out his electric razor and shaves all over. Often he returns from lunch with grass stains around his mouth...and the things he can do with mint sauce!

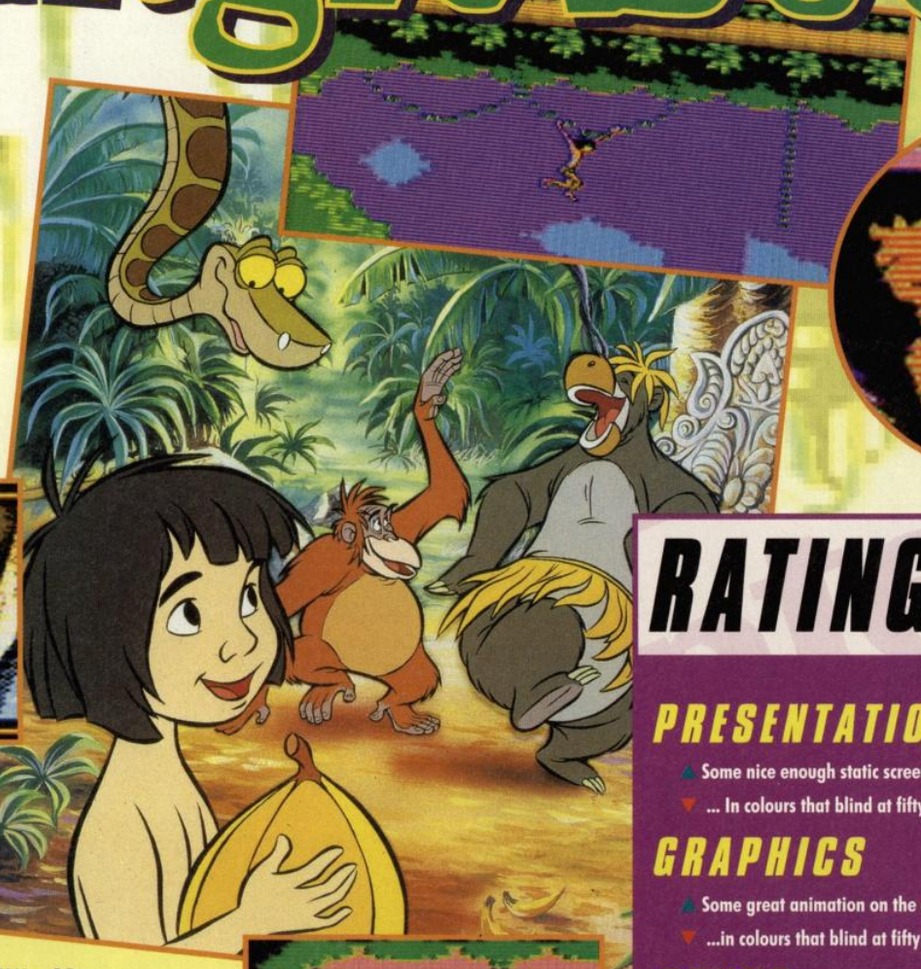


CART SPEC

- BY: VIRGIN
- RRP: $82.00
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4 MBIT

The Jungle Book

While Gary is presently negotiating the rights to an animated adaptation of his adventures, we're still happy to settle for the rather less perverse tale of the Jungle Book. All of the famous characters are there. King Louis, Bagheera and the evil Sheer Khan. The ultimate aim, of course, is that Mowgli finds his way back to his homosapien homeland but his journey is anything but simple.



For an NES game Jungle Book looks quite decent. The graphics, despite their retina-scorching brightness, are well drawn and particularly nicely animated. However Mowgli is slow - so-oo sl-oow. He ambles around the place with no sense of urgency, even when he's supposed to be running and responds just a bit too sluggishly for his own good. Then there are other problems like taking blind leaps that usually result in contact with some deadly foe or - ARRRGH - floating past or through platforms or vines. I also found having to go over the same ground again and again in search of the gems necessary to complete a level a bit of a chore, although that's not really grounds for a groan. In it's favour there are plenty of weapons and power-ups to collect, the bosses are tough - although that's more often to do with Mowgli's slowness, the levels are all sufficiently different to sustain interest and once you get used to the control - and you'll need patience - it's not actually all that bad at all. Time to wheel out that pensioned-off cliché - try before you buy.

RATINGS

PRESENTATION — 80

▲ Some nice enough static screens...
▼ ... In colours that blind at fifty paces.

GRAPHICS — 80

▲ Some great animation on the all sprites...
▼ ...in colours that blind at fifty paces.

SOUND — 68

▲ All the great tunes are there...
▼ ...Played by banjo-plucking zombies

PLAYABILITY — 78

▲ Jumpin' 'n swingin would be fun...
▼ ...If Mowgli wasn't so slow.

LASTABILITY — 75

▲ Lots of levels. Plenty to explore.
▼ You'll soon finish it with the continues.

OVERALL — 77

Not quite a swinging affair due to annoying gameplay flaws, still worth a look, though.

When Peter Parker was bitten by a radioactive spider, he gained the proportionate strength and agility of the arachnid. But his refusal to use his newfound abilities to help others resulted in the death of his beloved Uncle Ben. Realizing that with great power there must also come great responsibility, Peter vowed to atone for his mistake by using his spiderlike abilities to battle evil from that day forward!
Art by: BUTLER/MILGROM
MOMENT OF TRUTH
After the diabolical Green Goblin murdered his girlfriend, Gwen Stacy, Spider-Man savagely attacked the villain. But, despite what the Goblin had done, the web-slinger refused to kill his beaten foe!
AS SEEN IN: AMAZING SPIDER-MAN #122, July 1973
SPEED
STAMINA
STRENGTH
INTELLIGENCE
FIGHTING ABILITY
AGILITY
POWER RATINGS
SPIDER-MAN™
REAL NAME: Peter Parker
GROUP AFFILIATION: None
124
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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Ever wondered what it is us computer journalists get up to when we're not playing and reviewing the best in console-based entertainment? Well we... hang on a moment I think I've used this intro before. Hmmm...

Righto, there was this really great record producer in the '60s, famous for his "wall of sound" productions of the popular girl groups of the time... Nope, this isn't going to work either...

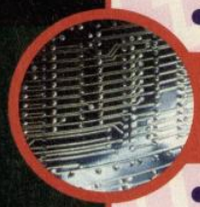
Look, this game is called Spectre, right? It's what we all play on our Macs when we're not working and now Gametek have converted this one or two-player tank-based blastathon for the Super NES and it's nothing at all to do with the legendary Phil Spector. I'm sorry but it's a Monday...

CART SPEC

- **BY:** GAMETEK
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOT 'EM UP
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** No
- **OPTIONS:** Configure your tank



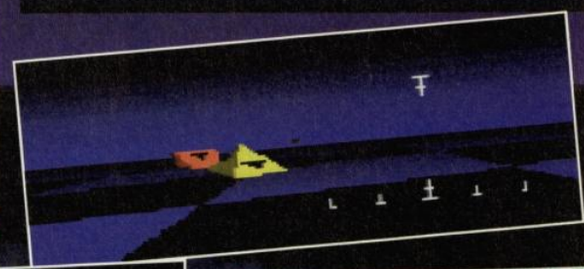
GAME INFO

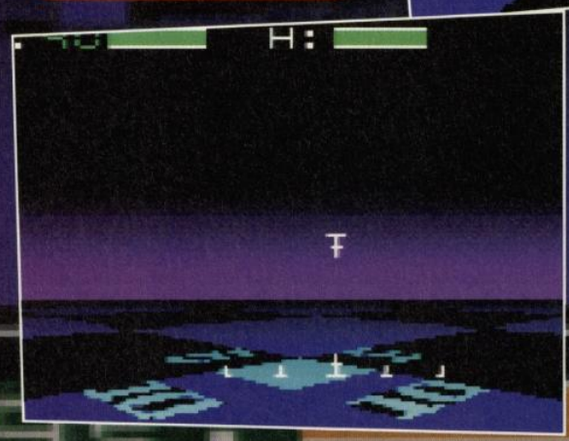
- **GAME ORIGIN:** Based on the dead smart Macintosh game of the same name
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Level 23 (via warps) Level 14 without
- **ALTERNATIVES:** Battletank, Mechwarrior

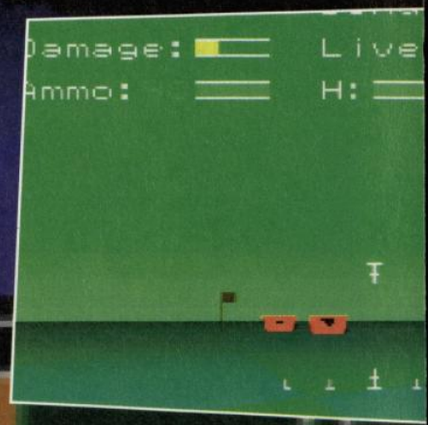
CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Excellent

X	HYPER-SPACE	A	CANNON
Y	JUMP	B	GRENADE
L/R	L: NO FUNCTION R: NO FUNCTION		
S	START: STARTS/PAUSES SELECT: NO FUNCTION		







TANK TOP

Sometimes it gets a bit lonely being a solo tanker, fortunately Spectre allows not one but four ways to plug in an extra joypad and tank with a friend. They are:

ARENA

This is yer basic free-for-all shoot anything that moves kind of level where you, your mate and a zillion other tanks must shoot it out in an attempt to gain 1000 of your Earth points.

BASE RAID

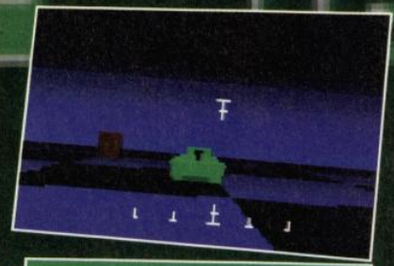
Two opposing teams each consisting of one human and one drone go into battle with the ultimate aim to locate and capture the other team's flag. It's a good idea to keep a close eye on the radar in this game.

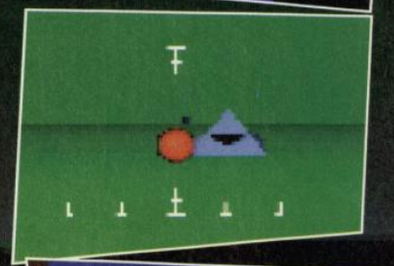
FLAG RALLY

You'd never guess it but the object of this game is to collect enough flags to amass 1000 points. Given that they're each worth 100 points, ten should do the job. However, your score is zeroed each time your tank is destroyed.

ALLIED ATTACK

A lovin' 90's kind of game where two human players join hands and go merrily into battle against, well, a zillion other tanks in an attempt to collect all the flags. The players not only share this responsibility but also their lives, so no messing up!





(ABOVE) Look mummy, pretty tanks!

COMMENT

ANDY

I'm fairly impressed by this conversion of what was a great Macintosh game. The vector graphics of the original are neatly and rather convincingly replaced by a combination of sprites and mode 7, with no hint of slowdown. To make up for the missing four-player option the tank has better capabilities and the difficulty level has most definitely been upped - both skill and stealth are required to survive now and Spectre has a very open feel about it due to the tank's great versatility and bigger map area. The two-player game is a hoot too and undoubtedly the game's best selling-point. I did, however, find the fact that the enemy tanks *always* get the first shot in a tad annoying to say the least and a choice of viewpoints allowing you to see more of the battlefield would have been nice. Also, looking and playing as basic as it does, it may put a few people off. But, what the heck, I like it and it's great in two-player. In-Spectre it shortly. Sorry.

TANKS FOR THE MEMORY

The setting for Spectre is a futuristic, vector-based arena where the object in the one-player game is to whizz around in your tank collecting up flags and shooting the enemy tanks before they get you. A simple enough task, granted, but, be warned, the whole proceedings get very tough very quickly as several types of 'harder' tanks from the local estate appear requiring numerous hits before pegging out, also the landscapes become littered with tank-busting land-mines. Luckily your tank is equipped with two kinds of attack. A normal shot using one round of ammo that's good enough to do away with the crap tanks and a grenade that uses ten rounds of ammo to deal with the trickier customers. Unfortunately your tank can only carry 40 rounds at a time so keep a watchful eye out for the energy and ammo replenishing green squares that are in abundance in earlier levels but conspicuous by their absence later on.

COMMENT

PAUL

Here is a game devoid of any fancy frills. It looks barren, sounds basic and plays in a very rudimentary fashion. No surprises considering the game originally surfaced as a novelty Macintosh title about five years ago. Players looking for a visual extravaganza are lost in the wrong virtual arena with Spectre to say the least. Yet this isn't what Spectre's all about - not at all. Spectre is about skill, strategy and nerve - it really is in a class of its own. The Spectre craft itself is a slick machine and is highly manoeuvrable. New and improved, the vehicle now has the ability to jump which greatly increases the tactical element. Simply sneaking behind an opponent for an easy win just isn't possible anymore! So when two players enter an arena together they are guaranteed a great time hunting each other down or working together to waste the CPU-controlled opposition. Though lacking in that certain something that creates a true classic, Spectre is atmospheric, tense and a very strong two-player title indeed.

THINK TANK

When the going gets tough the tough get going or rather, as is the case here, they leg it! As it happens your tank is well equipped to deal with such wanton acts of cowardice. The first and most obvious way of escaping sticky situations is to steer your way out of them - indeed this is the only way in some of the two-player games. However, in most other arenas the tank is capable of a quite astounding leap and, more useful still, a jump into hyperspace that relocates your tank for better or worse elsewhere on the map. Both methods of escape use up vital energy resources. Use with extreme caution.

RATINGS

BREAKDOWN

LONG-TERM INTEREST

PRESENTATION — 80

▼ Pretty spartan title screen, a couple of options then it's straight down to business.

GRAPHICS — 81

▲ Smooth and speedy.

▼ Very basic looking and a choice of viewpoints would have been nice. The levels look too similar.

SOUND — 84

▲ The sounds are sparse but make the whole proceedings atmospheric.

PLAYABILITY — 87

▲ Very challenging and skill is required in the later levels.

▼ Not always clear who's shooting who. The other tank always shoots first. Grrr!

LASTABILITY — 85

▲ It's tough so should keep you going for ages. The two-player games are always good fun.

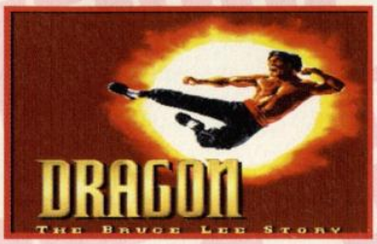
▼ Too hard for its own good sometimes.

OVERALL — 84

Don't be put off by its basic looks and gameplay, this is a challenging game and a decent laugh if you've a mate to play against. Shame there's no four-player link-up.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



Bruce Lee eh? What a card. Synonymous with making strange animal-like noises (a lot like our very own George Mangion) while kicking the seven shades of shinola out of a variety of bad guys. Bruce is one of those seventies "icons" - as popular now as ever he was. Even though he's dead.

Any road up, last year the film Dragon: The Bruce Lee story was unleashed onto a not-so-unsuspecting public. Although it wasn't exactly the Jurassic Park of 1993 box-office hit it didn't do badly at all, so Virgin Interactive Entertainment did well to step in and pick up the gaming license.

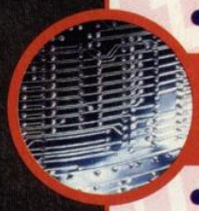
As you can probably imagine the game's a beat 'em up, with the player in control of the eponymous Mr Lee. As usual, it's a case of wearing down your enemies' energy bars before they do the same to you. However Dragon adds a new dimension to the genre by having two opponents on-screen at once - something not seen since the arrival of IK+ on the C64 many moons ago. The game also provides THREE-PLAYER ACTION by using the Super NES Multi-Tap! Great stuff indeed. So, step into your ninja slippers and prepare to adopt the Way of the Intercepting Fist!

CART SPEC

- BY: VIRGIN
- RRP: $119.00
- RELEASE: OUT NOW
- GAME TYPE: BIT O' BIFFO
- CART SIZE: 16 MBIT

FEATURES

- **PLAYERS:** 1-3
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** 3
- **OPTIONS:** The usual



GAME INFO

- **GAME ORIGIN:** Licenced from the Dragon movie, out now to rent on video!
- **GAME DIFFICULTY:** Pretty tough
- **1ST DAY SCORE:** Beat Johnny Sun
- **ALTERNATIVES:** Streetfighter II and the Fatal Fury series

CONTROLS

- **CONTROL:** Joypad/multi-tap adaptor
- **RESPONSIVENESS:** Good

X	Low-power kick	A	Low-power punch
Y	High-power kick	B	High-power punch
L/R	L: CHANGE BATTLE MODE R: CHANGE BATTLE MODE		
S	START: Not a whole lot SELECT: Pauses the game		

THE CLONE OF BRUCE LEE

Should you choose the TWO-PLAYER GAME option, two people may take control of Bruce Lee and proceed to go through each level together. However, the game follows a "last man up" principle, meaning that both players can't really work as a team, having to turn on each other when the computer opponent has been eliminated.

TURN ON THE TAP

Dragon is different from all the other beat 'em ups in that it has a brilliant three-player mode - if you're using the Super NES Multi-Tap. Packed with action, the game becomes a sudden free-for-all, often with hilarious results. A brilliant addition to the game!

(ABOVE) Ooooooooaaaaaawwwaaaarrrrrggghhhhhh!

GAME AND MATCH

Dragon has two distinct game variations: GAME and MATCH. In GAME mode, the player follows 'The Bruce Lee Story' and does battle with the level-specific meanies. MATCH mode is similar in execution to Streetfighter II's Versus Mode.

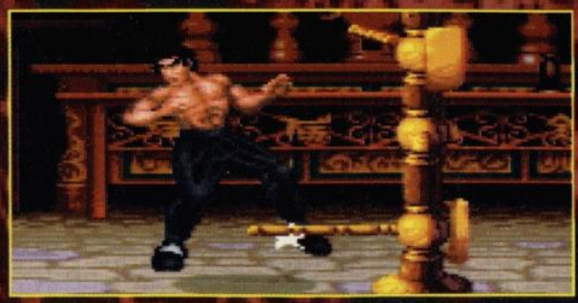
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

GON

BONUS ROUNDS

In the bonus round, Bruce is faced with what looks like a spinning hat-stand. On this wooden contraption are spikes and pads. Smack the pads, but avoid the spikes! Each decent hit endows you with extra Chi energy (see MODES OF TRANCE THOUGHT).

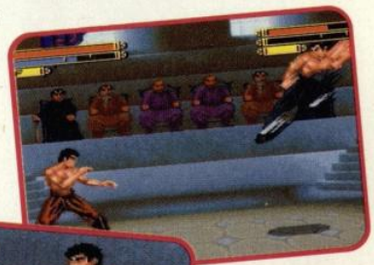


MODES OF TRANCE THOUGHT

Rather than using the special moves principles of Streetfighter II and just about any other decent fighting game, Dragon has a more novel idea. As you fight you gain mystical Chi energy, used to activate the extra fighting modes detailed here:

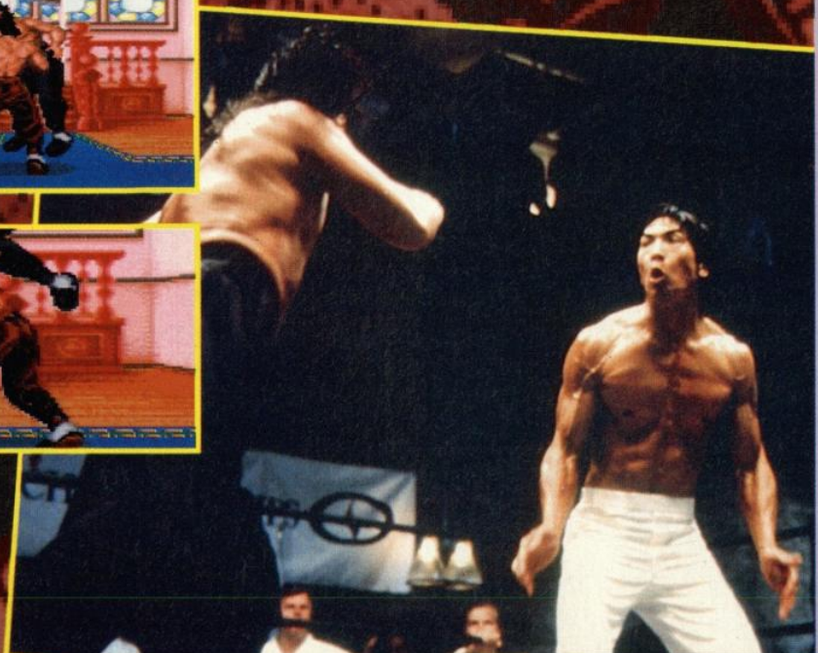
NORMAL MODE: This is your common-or-garden Bruce Lee attack Mode. Mr Lee is capable of a variety of punches, kicks and blocks - as well as his signature back-breaking manoeuvre.

SPEED MODE: Bruce moves like greased lightning in this fighting mode, making him virtually unstoppable. Hundred-hand punches and hundred-foot kicks inflict mega-damage. One downside: Bruce can't block using this fighting mode.

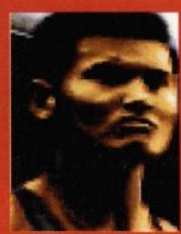


NUNCHUKA MODE: Bruce gains the use of some Nunchukas, with each button on the pad producing a different 'chuks-related move. Very impressive in the right hands - you need to be in this mode to finally destroy the Phantom on level twelve!

(BELOW) Waaddaahhhh!



COMMENT



PAUL D

Not only does Dragon demonstrate how a film license is best used, it is a fine tribute to Bruce Lee himself. It is a no nonsense, gritty fighter with elements from many of the greatest beat 'em ups - from IK+ through Final Fight and Street Fighter II - pieced together like some killer combo, and it works! Having three independent fighters competing at the same time is an impressive achievement especially as everything is considered to eliminate any confusion. On the surface the game borders on the typical, as the one-player bouts become quite predictable after a time - this isn't in the same league as Turbo, Tournament Fighters or Fatal Fury Special unfortunately. However Dragon excels in areas the competition don't even attempt: It is the only three-player beat 'em up available on console, so it's original; the Chi meter allows players to choose how their fighter performs in certain situations, which adds a lot of depth and adaptability, ensuring the game can survive the test of time better than most. Dragon is not just another beat 'em up - it is an excellent game in its own right.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE BRUCE LEE STORY

Dragon on the Super NES reflects the storyline of the film quite closely - for the most part - with digitised images of the original action transformed into cut sequences especially for the game. Take a look for yourself!

STAGE ONE: LANTERN FESTIVAL

Having waved goodbye to Daddy in Hong Kong, Bruce arrives in the States looking for a job. Not only does he find one, he also finds himself in the midst of an enormous fight, taking on a big sailor-type who's armed with a big chain!

STAGE TWO: GUSSIE YANG'S KITCHEN

While making "in-roads" with the manageress of the kitchen, Bruce is attacked by a jealous chef, armed with an enormous chopper!

STAGE THREE: ALLEY OUTSIDE KITCHEN

Groinks! The fight leads outside, where two chefs queue up to "slash" Bruce up with their cleavers! It is the first two-on-one fight in the game...

STAGE FOUR: SEATTLE GYM

Bruce is intent on earning a bit of extra cash by teaching martial arts. Standing in his way is an enormous man. Beat him up to impress your would-be students (who look a bit docile there in the backdrop).

STAGE FIVE: GEORGE WU GYM

Oops. Looks like the American Chinese sensei-type aren't happy with Bruce for teaching "outsiders" their mystical skills. Bruce must earn the right to teach who he wants!

STAGE SIX: THE FILM SET

Having recovered from the dastardly Sun's attack, Bruce gets into movies. Although, having said that, we can't remember the two Amazon-type women in this round from the movie! Artistic license perhaps?

STAGE SEVEN: BRUCE'S KWOON

Being the hard man that he is, Bruce sets up his very own teaching establishment ("kwoon"). In this round, an instructor from a rival kwoon turns up and challenges him to a fight.

STAGE EIGHT: LONG BEACH STADIUM

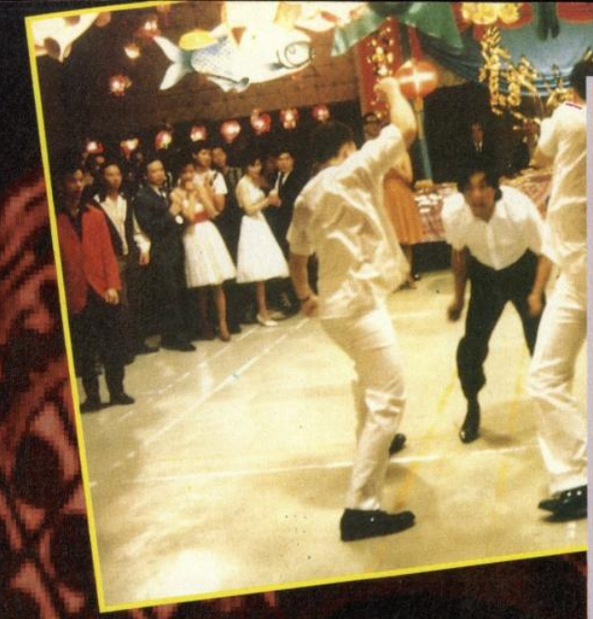
Determined to prove that Jeet Kune Do is the way of the Master, Bruce says he'll deck any one practising any martial art in just a single minute. Into the ring steps Johnny Sun. Cue fight sequence...

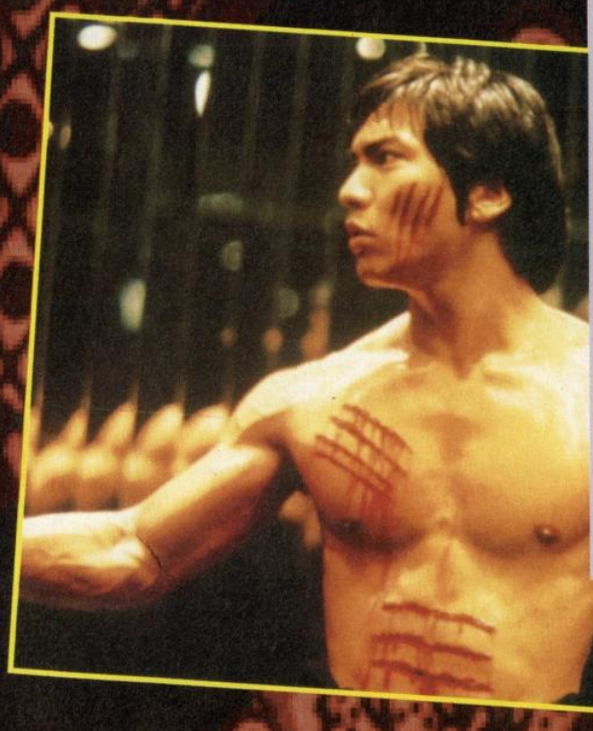
STAGE NINE: THE BIG BOSS FILM SET

Unknown to Bruce, the producers of the Big Boss film are determined to get the best possible end fight. So they've brought someone in who's really intent on killing Bruce!

STAGE TEN: THE ICE FACTORY

... The bounder legs it into an ice factory. Smashing aside large chunks of ice, Bruce does battle with the army fatigue-clad gentleman. Only one of them can emerge victorious. Obviously in the film it was Bruce.





COMMENT

PAUL

I'm well into the occasional beat 'em up session, and I must say that Dragon is one of the best games of the type I've played for ages, mainly because it's so different to play than anything else out now. Although there isn't a lot in the way of special moves, that's no bad thing - it makes you use the ones you've got more effectively - and there's plenty of combo potential as well, which always helps. What I like most about Dragon is that the one/two/three-player games are all totally different experiences - the three-player mode just being total carnage! The computer opponents also offer a decent challenge, having loads more in the way of smarts than Streetfighter's CPU foes. Overall, a smashing combat game and one that comes highly recommended.

STAGE ELEVEN: ENTER THE DRAGON FILM SET

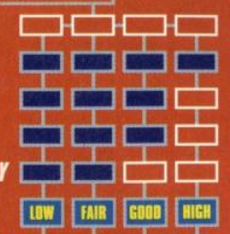
In what is perhaps Bruce's most dangerous fight to date, the man Lee indulges in some fisticuffs with a guy who looks like a forerunner to SFII's Balrog. Armed with Freddie Krueger-style clawed gloves, he's a bit of a demon martial artist.

STAGE TWELVE: GRAVEYARD HALLUCINATION

Bruce's family has been haunted by the mysterious "Phantom" – an armoured gentlemen who stalks the Lee family. Bruce must save his young son Brandon by unleashing everything he's got on this seemingly indestructible foe!

RATINGS

BREAKDOWN



LONG-TERM INTEREST

PRESENTATION 84

▲ Plenty of options and cut-scenes from the Dragon movie as well, which can't be bad at all.

▼ Otherwise, nothing really stands out.

GRAPHICS 92

▲ Dragon is packed with gorgeous backdrops and sprites, coupled with some very smooth scrolling and bowel-movingly good animation.

▼ The cut-scenes seem a bit out of place.

SOUND 88

▲ A reasonable range of animal-like Bruce Lee noises, along with decent slashing 'n' bashing sound effects. A nice range of music plays throughout.

▼ A few more different Bruce Lee samples would've really helped.

PLAYABILITY 90

▲ .You can't beat a bit of Bruce Lee chopsocky action. Dragon is excellent fun to play, being quite different from SF2 and its ilk. The different game variations are excellent.

LASTABILITY 85

▲ The three main game variations all offer distinctively different game play - the three-player mode, especially, is a great laugh...

▼ ...Great fun it maybe, but the lack of real secrets makes this fair less substantial than SF2: Turbo.

OVERALL 88

A fast, very entertaining beat 'em up, which will appeal especially to combat fans who may be bored with SF2 and its clones. A decent buy.

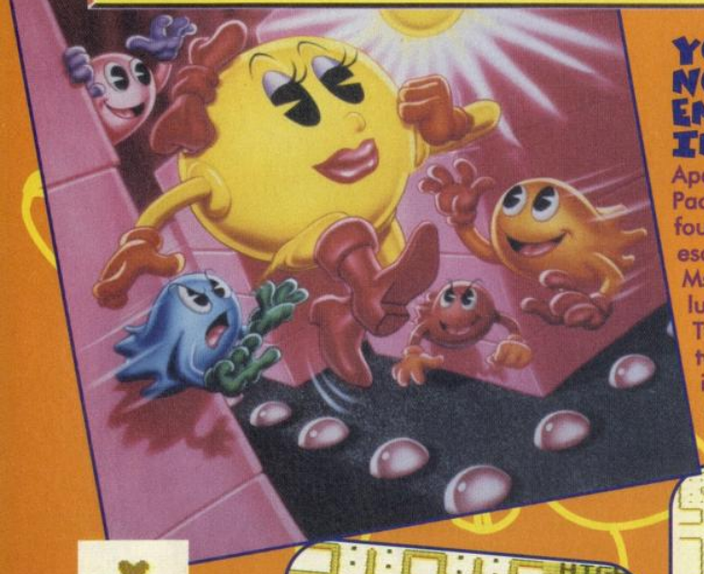
REVIEW GAME BOY

Ms Pac-Man's starring role on the Game Boy is far removed from that of her boyfriend's: It's tougher, more varied and requires fresh new tactics on the player's behalf. One element, though, remains the same - Ms Pac-Man is a 100% fun persona! Also, just like her partner, Ms Pac-Man has a big appetite and helping her help herself is the general rule - Just mind those ghosts!

CART SPEC

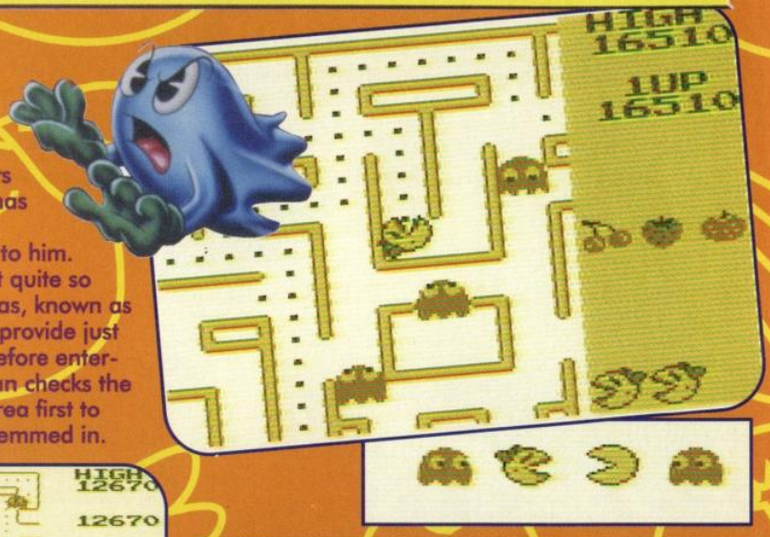
- BY: NAMCO
- RRP: $39.99
- RELEASE: OUT NOW
- GAME TYPE: MAZE GAME
- CART SIZE: 1 MBIT

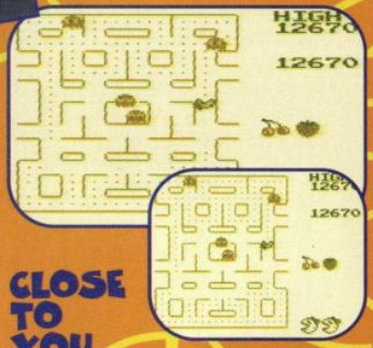
Ms. PAC-MAN



YOU ARE NOW ENTER-ING...

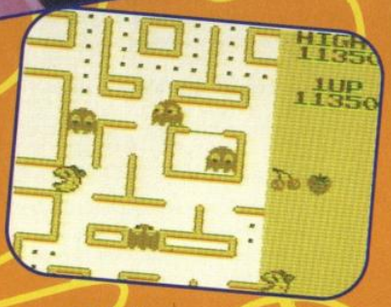
Apart from corners Pac-Man always has four avenues of escape available to him. Ms Pac-Man isn't quite so lucky! Some areas, known as Twilight Zones, provide just two exits. So, before entering, Ms Pac-Man checks the surrounding area first to avoid being hemmed in.





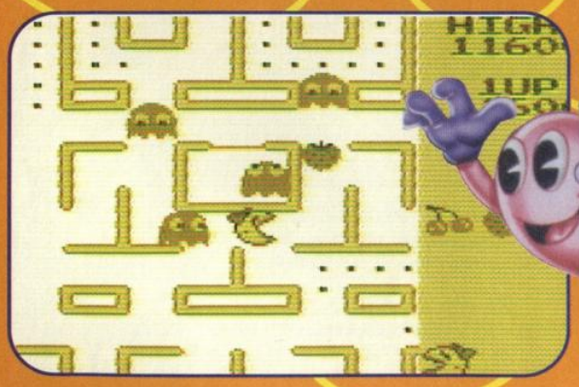
HOLEY MUSES!

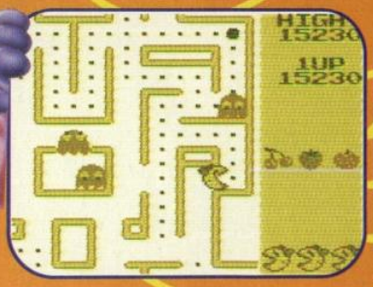
So poor Ms Pac-Man already finds herself under twice the threat of her boyfriend! No worries, the babe has double the opportunity for escape in the form of two Warp Tunnels featured either side of each maze. Pac-Man only has two. Lucky!



CLOSE TO YOU

Ms Pac-Man's not shy! Though she prefers players to keep their distance - it's easier to enjoy her game this way - she doesn't mind being viewed in close-up either. Players can choose which they prefer from the title screen.





HER FRUITS ARE FORBIDDEN!

Pac-Personalities are attracted to each other for two reasons: They're great kissers and enjoy healthy eating. Ms Pac-Man keeps especially fit as her random Fruit Bonuses require chasing too! Weird.

SOMEWHERE DIFFERENT

Ms Pac-Man appreciates a change of scene as much as any high-class lady. To humour her the ghosts lure her into different, increasingly more complex, environments as the chase goes on.

RATINGS

PRESENTATION — 74

- ▲ The cut sequences are all included.
- ▼ A dull title screen though!

GRAPHICS — 67

- ▲ Simple images that don't blur too much
- ▼ Ms Pac-Man in monochrome looks dowdy.

SOUND — 69

- ▲ The classic effects are well recreated.
- ▼ Repetition: Ms Pac-Man nags a bit!

PLAYABILITY — 85

- ▲ As addictive as ever.
- ▼ The scrolling screen is a daft idea!

LASTABILITY — 81

- ▲ Timeless, classic game play.
- ▼ Limitation may cause early abandonment.

OVERALL — 84

Still a cool game, if slightly ruined by a quirky conversion.

CAD25197/N Thomson White/FCB

Satisfied customer reaction No. 27.

REVIEW

Nintendo ENTERTAINMENT SYSTEM

CART SPEC

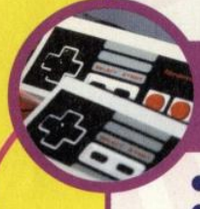
- BY: NAMCO
- RRP: $39.99
- RELEASE: OUT NOW
- GAME TYPE: EAT 'EM UP
- CART SIZE: 4 MBIT

FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** None
- **OPTIONS:** None

GAME INFO

- **GAME ORIGIN:** An ancient coin-op that everyone went loopy for before they new any better.
- **GAME DIFFICULTY:** Hard
- **1ST DAY SCORE:** 43200
- **ALTERNATIVES:** There is no alternative! Oh ok: Trog.



CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Just right

A — ZERO FUNCTION

B — EL NOTHING

S — L: NO FUNCTION
R: NO FUNCTION

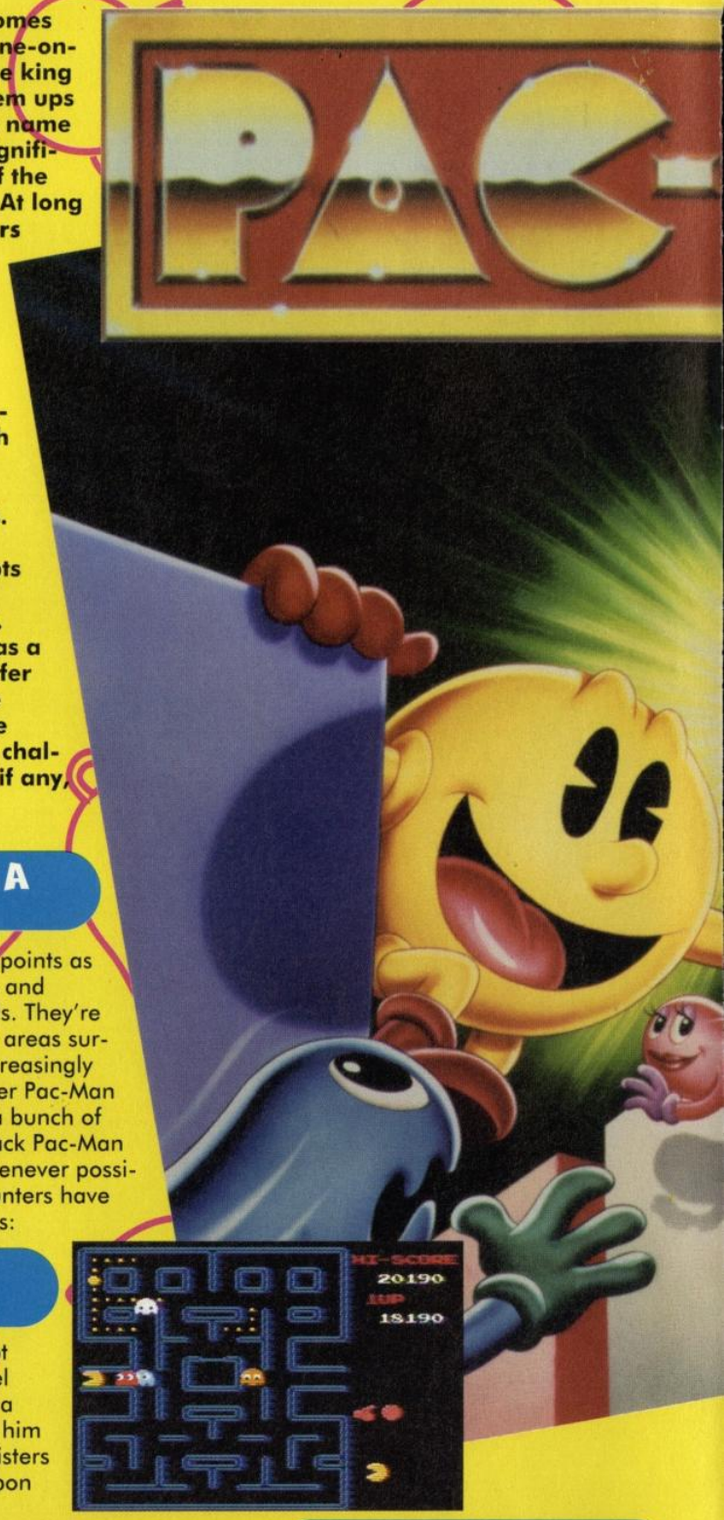
S — START: STARTS/PAUSES THE FUN
SELECT: COULDN'T CARE LESS

PAC-

Just as the scene becomes over-crowded with one-on-one beat 'em ups, the king of the one-on-four eat 'em ups makes a come back. His name is Pac-Man - the most significant video-game hero of the 1980s, if not of all time! At long last OZ Nintendo players can own a copy of this classic game whose hero has no arms or legs but can still eat many recent games for breakfast!

The game play is simple: Eat or be eaten, with the only threat coming from the four ghosts to whom the maze belongs. Each time a maze is cleared Pac-Man attempts to empty another of its booty. And so it goes on.

Some view Pac-Man as a major classic, others prefer to leave the game in the 1980s and focus on more recent stuff. NMS is now challenged to decide which, if any, is the right opinion.



THE GHOST OF A CHANCE

Pac-Man gobbles as many points as possible to earn credibility, and points are presented as pills. They're not difficult to find, though areas surrounding them become increasingly more treacherous the longer Pac-Man survives. This is all due to a bunch of ghosts whose job it is to track Pac-Man down and smother him whenever possible. Previous ghostly encounters have taught Pac-Man a few tricks:

SPEED IS OF THE ESSENCE

One of Pac-Man's best kept secrets is his ability to travel faster than ghosts through a Warp Tunnel. This enables him to trick the funky fright-meisters into following him whereupon he gives them the slip.

COMMENT

ANDY

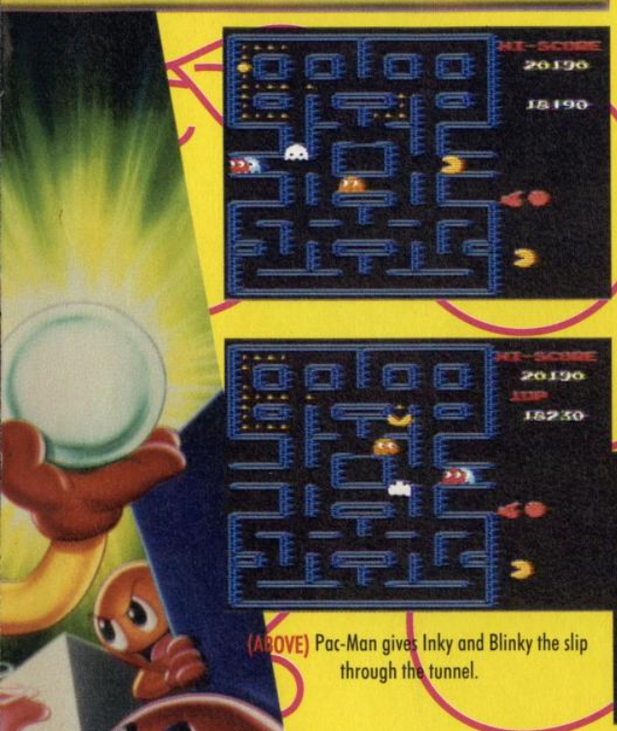
What can we expect of the future of gaming if people are wheeling out rusty old so-called "classics" like this for our consumption? I may be missing the point but with its flat uninspiring graphics, exceedingly repetitive gameplay and horrendous sounds all of which are as poor - if not worse - than they've always been, I can see no earthly reason other than nostalgia for the bad old days why anyone under the age of 20 would want to part with their cash for this. Pac-Man must die!!!.

FATAL ATTRACTION

Enticing the ghosts into actions beyond their call of duty isn't easy, though it's best achieved by having Pac-Man jiggle around in the spot. He's such a cool mover how can they resist?

(ABOVE) Close or what! Very little has changed in this excellent conversion.

MAN



(ABOVE) Pac-Man gives Inky and Blinky the slip through the tunnel.

GROCERY OUT!

Occasionally a bonus item appears in the centre of the maze. This takes the form of fruit in the early mazes and is worth a few hundred points, which is OK. Later, however, more valuable items such as golden bells tempt Pac-Man away from his normal duties and are worth thousands! Alright!

CHARACTER ASSASSINATION

The crux to the whole Pac-Man deal centres around the character of the four ghosts: Each has its own personality and it is on this knowledge that Pac-Man's livelihood depends.

SHADOW (ALIAS **B**LINKY): Is the fastest and most intelligent of ghosts. Not quite so snappy as Pac-Man though!

SPEEDY (ALIAS **P**INKY): Likes to head Pac-Man off at the pass! Beat him to it!

BASHFUL (ALIAS **I**NKY): Pac-Man relies on Bashful's unpredictable nature! He makes to travel one way then changes his mind. Pac-Man is and waiting!

POKEY (ALIAS **C**LYDE): Pac-Man's biggest fan pursues him wherever he goes! Get outta here!

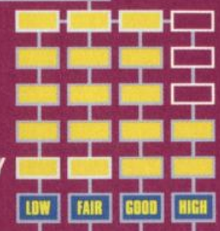
COMMENT

PAUL

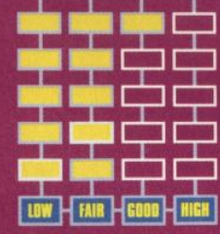
Pac-Man is distinctive because of its simple, yet completely uninhibited approach to game play. The skills required are so very straightforward and uncomplicated but, at the same time, demand fast reflexes and great mental stamina to perfect. It's true most players can become disheartened after losing their last credit on the fourth, apple -bearing maze, especially with no option to continue. However the real deal only makes itself apparent after about the seventh or eighth Golden Bell - roughly ten mazes into the game. This is where the fun really starts! Suddenly the whole world disappears leaving just a crazed player, the NES and Pac-Man! Few games transport players to this hypnotic, man-vs-machine state: Street Fighter-style games are complex and require a different kind of approach altogether, whilst shoot 'em ups are generally way too contrived to class as truly instinctive. Pac-Man is the hardest act to follow there is, which is probably why, after all these years, few come close to matching the excitement of this little yellow guy who's cooler than a freezer full of lemon ice-pops! Pac-Man is Pac-Man - there are simply no comparisons! Long live Pac-Man!

RATINGS

BREAKDOWN



LONG-TERM INTEREST



PRESENTATION 63

▲ Just like the original coin-op: Cool and stylish as ever...

▼ ...if very basic by today's standards.

GRAPHICS 63

▲ Just like the original coin-op! Cool!

▼ Again, can raise the point of being too basic. WHO CARES?!

SOUND 62

▲ Funky intro and intermission tunes liven the proceedings. The sound effects are distinctive and help mount the tension as the speed of the game increases.

▼ It sounds like an old game. Yes? Well? So?

PLAYABILITY 91

▲ Pac-Man is fast and exciting providing just the right mix of headaches and honest-to-goodness satisfaction.

▼ It is a very old, basic game. There are no secret items and only one skill level

LASTABILITY 89

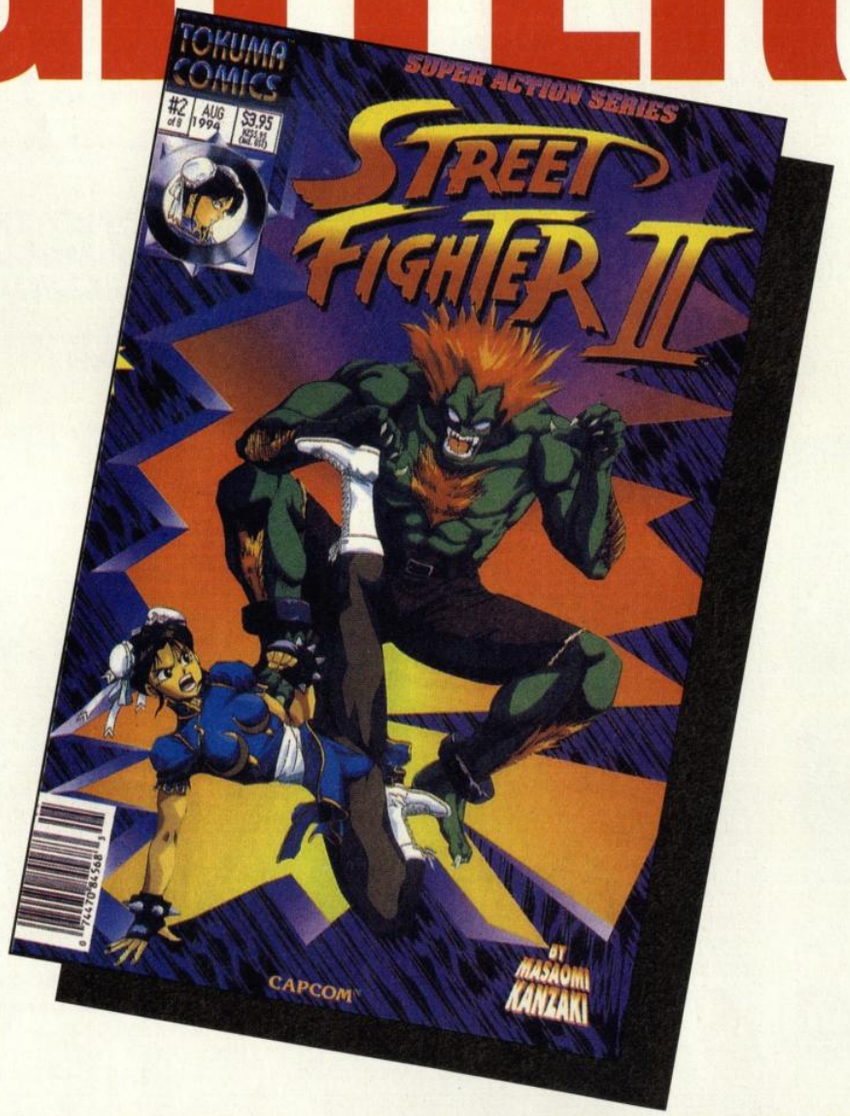
▲ Pac-Man's appeal is timeless.

▼ However some might never want to give the game a chance in the first place. Shame, eh?

OVERALL 89

An NES without Pac-Man is like a world without trees, water, air and NMS. Not only is it unthinkable but it's much less fun!

STREET FIGHTER II



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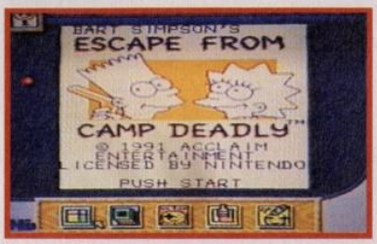
super game boy special

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

SUPER GAME



CART SPEC

- BY: NINTENDO
- RRP: $129.00
- RELEASE: OUT NOW

CONTROLS

- CONTROL: Joypad or mouse for system window
- RESPONSIVENESS: Good

A Activate selected icon

B Change the palette or turn a number backwards

X Nothing much

Y Even less

L/R Pressed simultaneously they activate the system window or set the game screen frame

S Start: Pauses/unpauses game
Select: Nothing

Sick of sitting there squinting at your Game Boy, trying to get the light right? Well the Super Game Boy is here, and it'll let you play everything from Zelda to Tetris in colour on your Super NES! But wait, there's more! Yes a free set of six steak knives! Well not exactly, but there are more options than you can poke a stick at. You can choose to play your Game Boy carts on the Super Game Boy in glorious black and white or a choice of four colours. However, Super Game Boy Enhanced games - the first of which are Donkey Kong and Tetris 2 - can be played in 256 glorious colours. So, pop the Super Game Boy in your Super NES, fasten your seatbelts, and off we go.

MORE COLOURS THAN YOU CAN POKE A STICK AT

Have you always wanted to make Mario's overalls pink? Turn Yoshi purple? Well now's your chance. You can choose four colours for your games from just about any colour in the spectrum, however, for Super Game Boy Enhanced games, there is a choice of using the 256 colours programmed into the game or selecting four colours of your choice. Alternately if matching colours isn't really your forte, then there's always a selection of four-colour palettes to choose from.

uper BOY

MAJOR BUMMER DEPARTMENT

About the only thing that isn't perfect with the Super Game Boy is if you want to go head-to-head with one of your friends. Unfortunately to play any multi-player Game Boy games you'll need a Super NES, a TV, a Super Game Boy and a game cart each! In other words, it's not really feasible to pop around to mate's place for a Super Game Boy showdown 'cause you'd probably be in hospital with a hernia before you got around the corner.

HOLY BACKGROUNDS BATMAN!

The Super Game Boy has nine stored picture frames including a movie theatre, sleeping cats, a desk, an Esher-inspired backdrop and more. None of these seem wildly exciting, but if you pause the game all kinds of things can happen...

The backgrounds don't affect the game in any way, unless you find playing in a country farmhouse setting stimulating...

If carving your name into your desk at school isn't enough for you then there's a graffiti icon that'll let you draw simple pictures and characters around the game window or even right over the top. Choose a pen and a colour and start!

ONCE UPON A TIME...

There was a company called Camerica who made a Game Boy through NES converter that allowed you to play your Game Boy carts through the NES. Unfortunately, it didn't have all the frills of the Super Game Boy and never made it past the R&D labs at Camerica.

COMMENT

Quite frankly, the Super Game Boy is the best thing since, well, ummm, the Super NES, and will probably be the Nintendo hardware release of the year.

Do I sound a bit enthusiastic? Well there's reason. All the things that can piss you off after an extended bout with your Game Boy are overcome. No more peering at the screen trying to get the light right, or numb thumbs from too long a session. My only reservation is the lack of even a two-player link up, though with any luck the Nintendo R&D boffins will come up with something to remedy this. Finally, whoever was responsible for the sleeping screens, is one hell of a sick puppy...

MARY

REVIEW

GAME BOY

DONKEY KONG

CART SPEC

- BY: NINTENDO
- RRP: $59.95
- RELEASE: AUGUST
- GAME TYPE: PLT/PUZZLE
- CART SIZE: 4 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Unlimited
- OPTIONS: None

GAME INFO

- GAME ORIGIN: An updated version of the arcade and Game & Watch classic
- GAME DIFFICULTY: Tough
- 1ST DAY SCORE: Got to level 2-5
- ALTERNATIVES: Nothing compares to Donkey Kong! nothing that I can think of off hand

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Spot on

A Jump

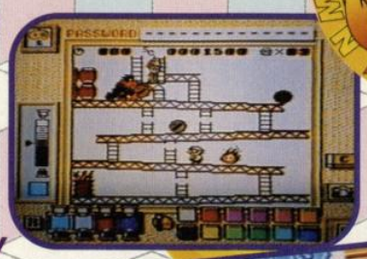
B Pick up, throw

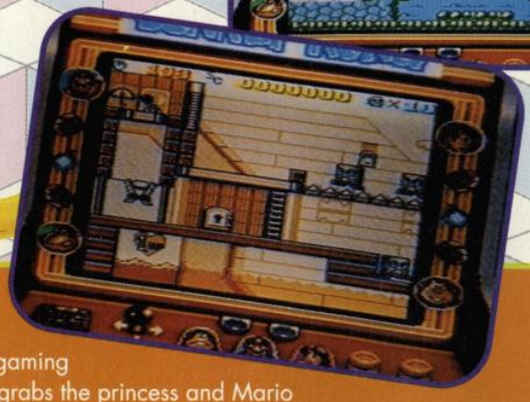
S Start: Pauses/unpauses game

S Select: Nothing

Donkey Kong fans rejoice! The tormentor of Mario and master of fiendish puzzles is back, and this time he wants all the bananas! Immortalised by Nintendo's Game And Watches several years ago, Donkey Kong has returned with a vengeance to spearhead Nintendo's new Super Game Boy. Great news if you own a Game Boy or a Super NES!

Little has changed in Donkey Kong's domain since he last tried to kidnap Mario's sweetheart. All the horribly tricky platform puzzles are still there, only they've been expanded to dozens of stages! Now Mario's task to rescue the Princess is even harder, but, by using his ingenuity, Mario can now perform all manner of acrobatic feats from walking along on his hands to pinging himself of clothes lines. But mere physical prowess won't rescue the Princess, your brain is going to get a full work out, too!





I HAVE THE KEY

The plot of Donkey Kong is the stuff gaming legends are made of. Donkey Kong grabs the princess and Mario is the only one who can rescue her. Or something... Anyway, DK locks her up in a cell and skives off to celebrate with his mates in the pub. While this is happening, Mario is busy trying to retrieve the key from wherever Mr Kong has tossed it, usually on the other side of the screen. Getting to the key is only half the problem, you've gotta get it back to the lock to do any good. A task made all the more complicated by the numerous traps, spikes, conveyor belts, hostile life forms, etc. You name it, Mario has to deal with it!

Unfortunately, whenever Mario gets within sight of his beloved princess, Donkey Kong returns, grabs the broad and dashes off. This scenario repeats itself until the end of the game, when the game cartridge runs out of memory and Donkey Kong has nowhere left to run to. Sic 'em Rex!

GOT A HAMMER, FIND A NAIL!

Never before have we seen Mario in such an athletic state! He can jump, he can backflip, he can walk on his hands, he can pick up items and carry them, he can pull switches, he can hang, he can swing, he can swim, he can drive an articulated road train! - he can do anything! Which is most fortunate, especially when you see some of the levels he has to get through!

Each stage introduces new gameplay elements. A short animated screen between levels shows how Mario can overcome many of the obstacles Donkey Kong puts in his path. Many of the levels are fairly easy to work out - it's just guiding Mario through them that's the difficult bit! There are, however, some levels which will have you completely and utterly stuck for hours, until you realise all of a sudden that there's an alternative way to the goal that's been staring you in the face the whole time!

TIMED TO DIE!

Getting your timing right is absolutely crucial for this game. There are some stages where you have to set up a chain reaction of doors and conveyor belts by pulling a series of switches in a particular order and then jumping into the flow of things at the right time. Of course, there is a time limit to restrict you, but it's rare that you'll ever run out of time - except in a few stages which give you only a minute to work out your route and get through.

COMMENT

ANDREW

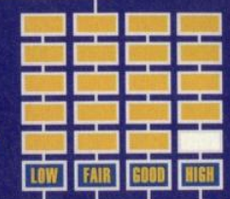
Platform games are often boring, dull and unimaginative. But not Donkey Kong - it's the best thing to happen to the Game Boy and Super NES since, well, the last best platform thing. It's brilliant! Actually, it isn't so much a platform game as a series of logic puzzles presented in a platform format. However, don't let this put you off, as Donkey Kong is more playable than most. The first stages are a great flashback to the original Donkey Kong and from there it just gets better! Most stages are fairly easy to work out, however, there are many which will drive you up the wall and have you thinking the the designers are totally deranged - at least until your brain clicks and you realise instantly how to get through.

The graphics are great - both on the Game Boy and Super GB. Mario is clearly defined and all the sprites are nicely animated. Collision detection is spot on and any deaths can only be blamed on your own mistakes.

Buy this game now, even if you have to get a Super GB to play it on your Super NES. It really is excellent!

RATINGS

BREAKDOWN



LONG-TERM INTEREST

PRESENTATION — 94

▲ Superb, absolutely superb!

GRAPHICS — 94

▲ Groovy, gorgeous, great, etc. And even better through the Super Game Boy!

SOUND — 91

▲ Cool tunes for Mario to get down to!

PLAYABILITY — 98

▲ Oh, if only more games were like this. JOY!

LASTABILITY — 94

▲ There's over 100 stages to get through and when you've finished it you'll still enjoy playing again.

OVERALL — 96

Donkey Kong is the best game for the Game Boy for ages and you'd be a fool to miss it! Super Game Boy owners take note!

REVIEW

GAME BOY

CART SPEC

- BY: NINTENDO
- RRP: $59.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 4 MBIT

FEATURES

- PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Normal, puzzle or versus mode

GAME INFO

- GAME ORIGIN: Sequel to the original by Alexey Pazhitnov
- GAME DIFFICULTY: Tough
- 1ST DAY SCORE: Reached level 21
- ALTERNATIVES: Tetris, Dr Mario, Yoshi's Cookie

CONTROLS

- CONTROL: Yer thumbs and a joypad
- RESPONSIVENESS: Immediate

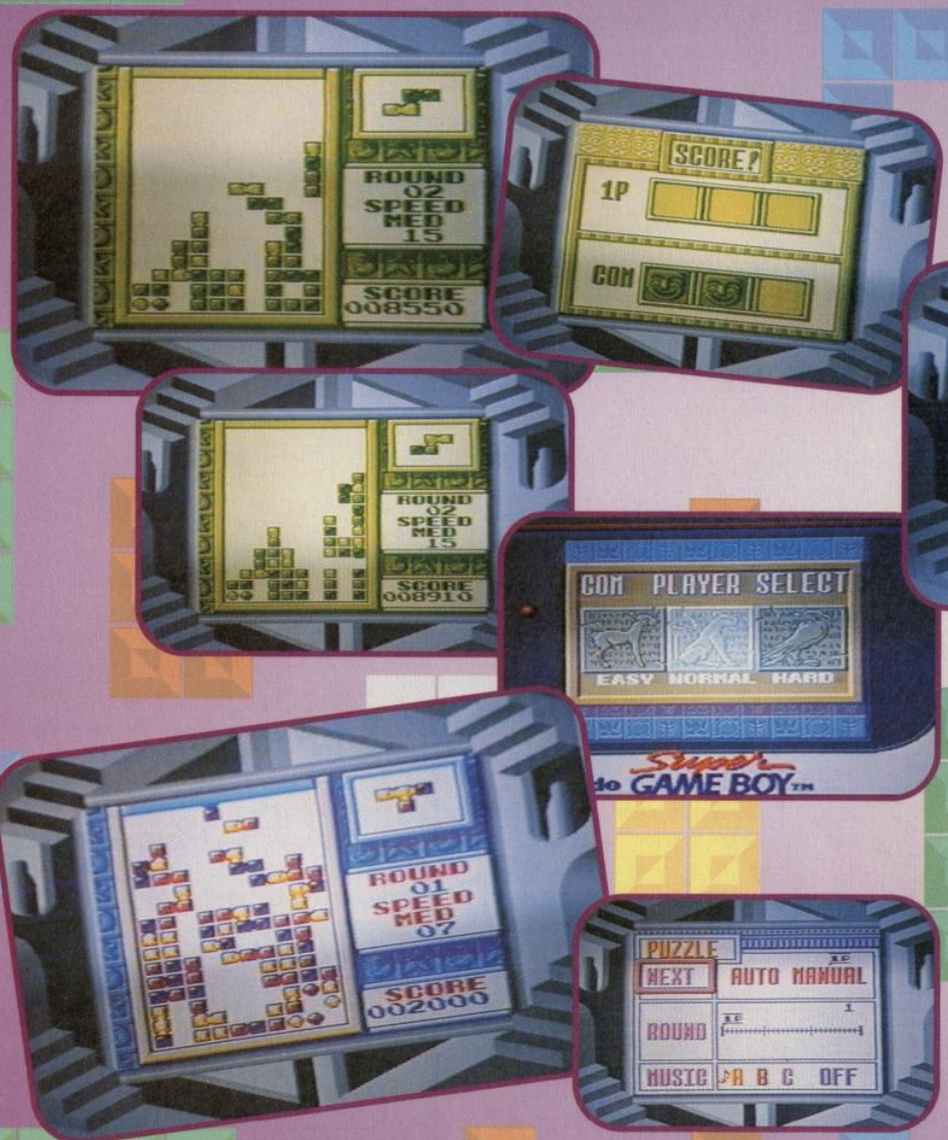
A — Rotate block left

B — Rotate block right

S — Start: Pauses/unpauses game

S — Select: Nothing/end game

TETRIS 2



THE WAY PEOPLE PLAY

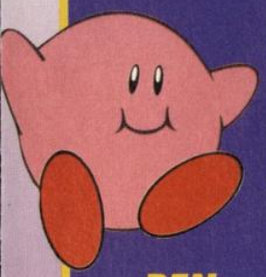
The big question on everyone's lips is what could possibly be the difference between the original and Tetris 2? Well it's all in the rules of play. For starters, the main aim of the original was to eliminate as many lines as possible in chunks of four. But Tetris 2's rules are similar to Dr Mario. It's no longer the line-making game, this time you need to clear away flashing blobs set in your path. These blobs come in the same range of four colours as the original Tetris blocks, and to clear them you need to make a row of three to five blocks in the same shade to clear the flashing blob. If you manage to make a row of six then all the blocks of that colour disappear, leaving the rest of the blocks to fall, and with any luck triggering a chain reaction and knocking out a few extras.

2

The original Tetris had sold in excess of 35 million Game Boy carts worldwide, making it one of the most successful games ever! It was Russian computer genius, Alexey Pazhitnov, who originally came up with the Tetris design and millions of people around the world have had their noses stuck in a Game Boy screen ever since. But enough of this rubbish and on with the review...

ROUND 05 SPEED MED 04 REST 1P CON 08 10 1P COM
ROUND 01 SPEED MED 04 SCORE 000290
ROUND 01 SPEED MED 04 SCORE 000320
ROUND 01 SPEED MED 04 SCORE 000290

COMMENT



BEN

The original game would have to have be one of the most addictive Game Boys carts of all time. The one thing that bothered me about Tetris 2 was how on earth it could better the Tetris standard. After ten minutes, it was quite obvious that it just couldn't match the addictiveness, simplicity and effectiveness of the original and in some ways it's more reminiscent of Dr Mario than Tetris. While I wouldn't classify Tetris 2 as a lame game, I think that Nintendo tried to make it more challenging than its ancestor by being more complex, unfortunately it's not as interesting. If you have the original, stick to it!

IT'S MIGHTY MODES MAN

There are three modes of game play: normal, puzzle and versus.

Normal is the easiest out of the three. The main aim is to clear away the obstacles. As you progress the game speeds up (as in the original), and more and more flashing blobs are added to the screen.

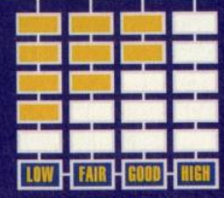
Puzzle mode, on the other hand, requires more strategic planning. To complete a level you must use one block, (yes, you heard right), to knock out all flashing balls. To get this you'll need to make several attempts to master the level.

Versus mode gives you the option of playing a friend or the computer. In two player mode, the aim is to beat your opponent by getting rid of the blobs. However, if your opponent eliminates a ball, the top of the screen moves down a line making it harder for you to eliminate the balls.

RATINGS

BREAKDOWN

LONG-TERM INTEREST



PRESENTATION 85

▲ The gameplay area is nicely set out, three modes of play is great, and the in-built level select is much needed.
▼ I preferred the look of the original, it seemed ... easier to look at.

GRAPHICS 78

▲ What can I say? Blocks look like blocks and the balls look like, well, balls. But...
▼ ... yet again, the look of the original just seems to be better.

SOUND 57

▼ Average sound and average music will soon get turned down. Better yet, off.

PLAYABILITY 87

▲ Puzzle mode would have to the best part of the game
▼ Tetris 2 is a bit too complex for its own good.

LASTABILITY 82

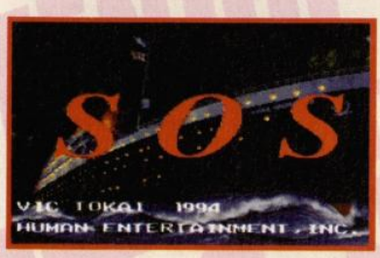
▲ Tetris 2 is challenging, fun to play with a second player and has loads of levels which will keep you going for ages.
▼ Unfortunately it still isn't as addictive as the first version.

OVERALL 85

Don't get me wrong, Tetris 2 is a good game, but, for what it's worth, second hand copies of Tetris are available for around $10, so decide for yourself.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



SOS

So when you're near me, darling can't you hear me? SOS!

Yes, believe it or not, Vic Tokai have licensed the incredible hit of yesteryear - SOS by Abba - for conversion on to the Super NES!

However, surprisingly, there are no dodgy hairstyles, flared trousers or anything like that in this new Super NES game. This is probably because that last paragraph was in fact, an intricate web of deception, cunningly spun to disguise the fact that this is quite a dull game.

Basically, it's the early part of the century and you're on a ship that looks a lot like the Titanic. Hence, rather predictably, the ship capsizes, and you're left with the task of rounding up the survivors and finding the escape hatch, before the ship is lost for good.

DEPECHE MODE 7

As the broken ship is hit by large waves, it tilts at peculiar angles. The Super NES uses Mode 7 to successfully portray this.

As the ship tosses and turns in the ocean, you are able to reach different parts of the vessel, and hopefully, rescue more people.

CART SPEC

- BY: VIC TOKAI
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: SWIM 'EM UP
- CART SIZE: 8 MBIT

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** None
- **OPTIONS:** Not a lot

GAME INFO

- **GAME ORIGIN:** Shades of 'Beyond the Poseidon Adventure'
- **GAME DIFFICULTY:** Flippin" rock
- **1ST DAY SCORE:** Actually work out what you're doing
- **ALTERNATIVES:** Flashback is the closest thing we could think of - and it's a lot better.

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Not good

X — Converse
A — Nothing!
Y — Action
B — Jump
L/R — L: Summon survivors; R: Same as L
S — START: Bring map up; SELECT: Pause/make the screen go dark

THE CAST

SOS gives you the opportunity to play the game as one of four different characters, each with their own special attributes that'll effect how you play the game.

CAPRIS WISHER

Probably the ancestor of Michael Wisher, who played Davros in the 1974 Doctor Who story, Genesis of the Daleks. Capris is an architect, returning home with his step-sister Amy. He's strong, but ruthless.

REDWIN GARDNER

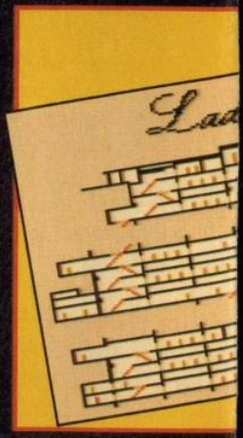
A counsellor, which basically means that people will follow him. Apparently he's very sensitive too and has lived a "complicated" life. Otherwise, nothing else we can take the mick out of. Apart from his name.

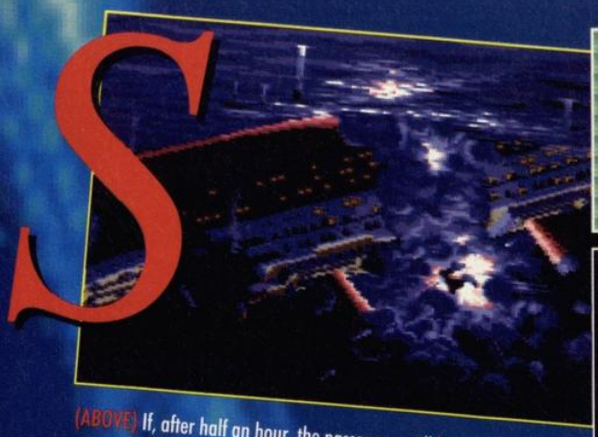
LUKE HAINES

Being a sailor, he likes to hang around the docks. Except when he's sailing, like he is now. Very strong, but not socially adept, which means he'll have trouble convincing people to leave the ship.

JEFFREY HOWELL

Having retired from presenting 'Rainbow', Jeffrey's gone bald, and become a doctor. Don't expect him to be physically strong, but he is a very "oral" person, and people will follow him.





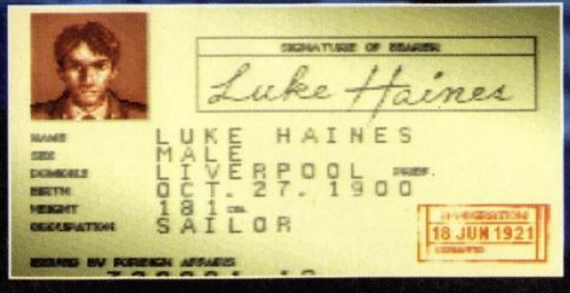
(ABOVE) If, after half an hour, the passengers still haven't escaped the ship's engines explode! Time is fast running out!

FOLLOW ME

The basic idea is to find people, get 'em to follow you and then find the escape hatch. The survivors don't automatically follow you. You press the L or R buttons to mark a spot where the people will walk to. You scout ahead and when you've found a safe place, you press the button. Your followers will then make their way to the new position. Don't go too far though!

COMMENT

At best SOS only guarantees one hour's game play. This is enough to warn most players away. However restricted playing time isn't the only reason for SOS' distress signals. From the offset the game tries much too hard to emulate some kind of disaster film. Though the cinematic approach to the display area is quite cool, the overly extended conversation pieces rarely entertain: No one is prepared to listen to Luke, so it's like 'Look! Are you coming or aren't you?' whereas Redwin's 'in your own time' approach to most everyone is downright infuriating! Likewise patience is required when leading the escape party from one area of the ship to another. Too much time is spent with nothing going on, and the novelty of the rotating screen wears off almost immediately. Basing an entire game's scenario on the premise of an unstable environment is a mistake, in fact the short time Simon Belmont is suspended in the rotating room of Castlevania IV is probably more thrilling.



MAPS OUT FOR THE LADS

Pressing SELECT brings up the map (if you've got one). You can use the joypad to spin and rotate it to match the current angle of the ship – very useful for "getting your bearings", as it were.

COMMENT

Although the idea is pretty good, SOS is basically yet another platform game - and one that isn't particularly awe-inspiring. SOS does have a good atmosphere - the sound is good, with some great effects. However, the fact is that the game is pretty badly designed. Having to wait until the ship turns to a certain position is a real pain in the backside - but you have to do it in order to progress. Also, the conversion with other survivors has all the drama of an episode of Neighbours. It's a nice try but if this was more playable and had a bit more thought put into it, I'd have really recommended it. As it is, it isn't and it hasn't, so I won't. If you see what I mean.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 70

▲ Intros for each character. A great atmosphere is created...

▼ ...but not a lot else.

GRAPHICS 66

▲ The mode 7 effect is intriguing and the graphics get better the further into the game you get...

▼ ...but Gerry Anderson's Supermarionation puppets have more lifelike animation, if the truth be told

SOUND 82

▲ The one part of the game that is consistently smart. The aural effects add a lot to the atmosphere.

PLAYABILITY 63

▲ Very challenging and interesting enough to keep you at it.

▼ Although the lack of enemy sprites is very apparent.

LASTABILITY 83

▲ The ship is H-U-G-E and completing it with just one character, let alone all four, will take ages.

▼ But would you want to though? That is the question.

OVERALL 68

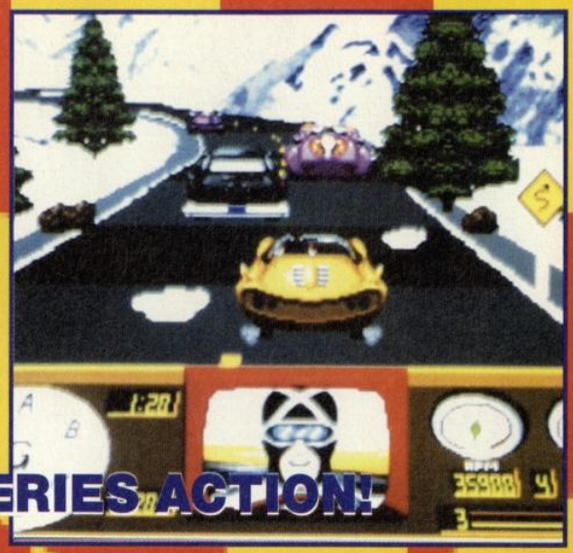
The interesting premise and the good ideas are wasted on a game with a severe lack of excitement.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

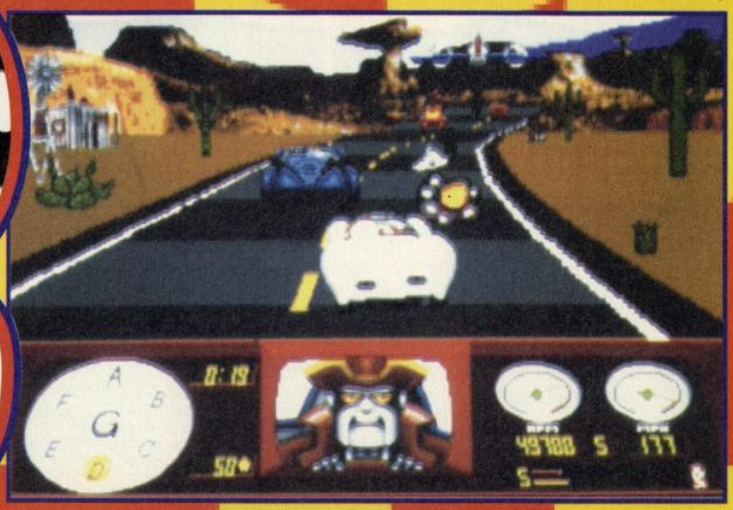
BY: ACCOLADE

While kids from the sixties could claim to be familiar with Speed Racer, to most he remains an obscure character. Accolade aim to change all that with the release of what they claim to be a faithful adaptation of the cult cartoon series. The hero, Speed, engages in both racing and platform adventure, challenging the villans on and off the track. The car, Mach 5, has an engine full of tricks to help out its courageous driver, be it the 'turbo's' which give him a special burst of speed, its miraculous jumping ability, special grips or its saw that carves through anything that might find itself in the way.



CULT CARTOON SERIES ACTION!

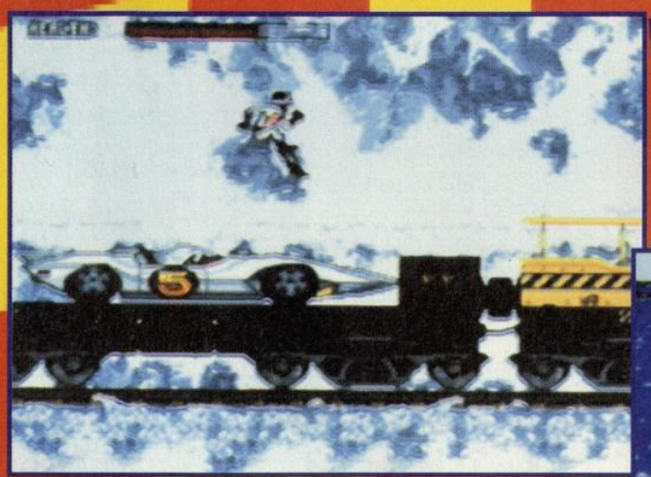
SPEED RACER

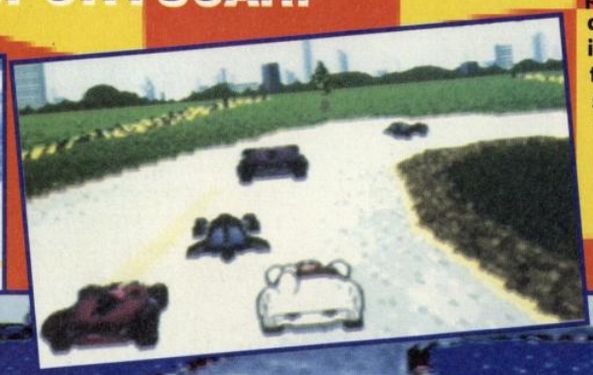


A RATHER GROOVY SPORTSCAR!

GO SPEED RACER!

All of the action in Speed Racer is linked together. Speed gets things rolling by taking part in a 30 mile race across New York. Once this is finished though he has to get to the next circuit, something which isn't easy when no end of criminal types stand in his way. So it's a switch to platform adventure as Speed tries to make it to the next race.





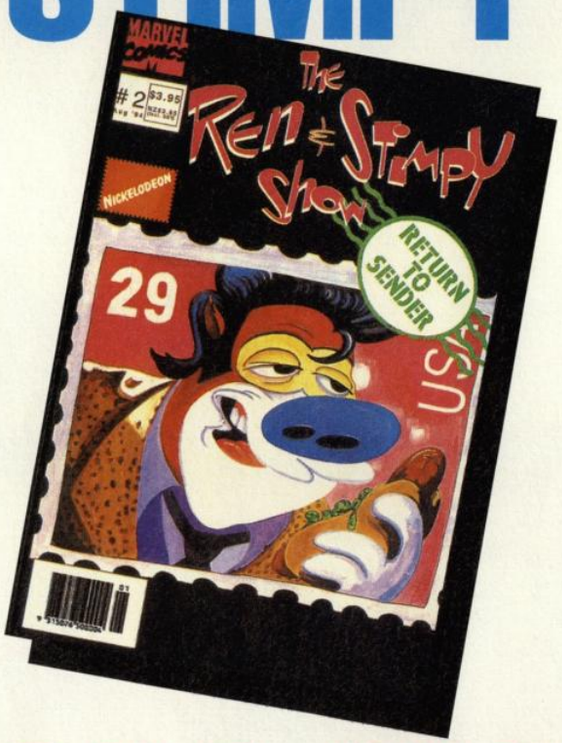
PLATFORM AND RACING LAFFS!

A WRITE-OFF

When Speed is racing he comes up against some rough drivers who don't think twice about the odd collision. Speed has to beware though because if he gets into too many motor tussles his car can give up on him.

Game Boy.
More fun
than a ferret
down your
trousers.
GAME BOY
Y&R M NINGB 0161/NM

DON'T MISS THIS MONTH'S EXCRUCIATINGLY PLEASURABLE REN & STIMPY COMIC



ON SALE JULY 27
at your local newsagent

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JAM HOT

WIN!

You can win this fabulous NBA JAM leather jacket AND your choice of the top Super NES games from Metro Games!

Sounds good to us! Hell, Andrew's considering quitting his job just so he can enter!

But how are you going to get it, you wonder?

Simple, all you have to do is draw a picture or short cartoon of the most amazing slam dunk in the history of the universe! You can draw the slammin' sequence in colour or black and white, but don't make it too big. You don't have to be an artist to enter, just draw your favourite player (or whatever) slamming home the winning points.

Then send it to NBA JAM SCAM competition, PO Box A305, Sydney South, NSW, 2000. Don't forget to include your full name, address and phone number so when you win we can call you and find out which of the five following Metro games you want: NBA JAM, Pink Panther, FIFA International Soccer, Desert Fighter or Chaos Engine.

CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 200 (A.C.N. 003 550 392) Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Wednesday, August 24, 1994. The winners' names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit. © Nintendo Co., Ltd. All rights reserved.

Don't play this game after lunch.

(It involves swallowing monsters.)

Suck in your enemies then spit them out to float through the sky.

Only then can you rescue the stolen Twinkle Stars and save Dreamland.

All of this while looking like a tadpole on steroids.

Gameboy with Kirby's Dreamland.

More fun than this magazine.

GAME BOY

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: CAPCOM

SUPER STREET FIGHTER II

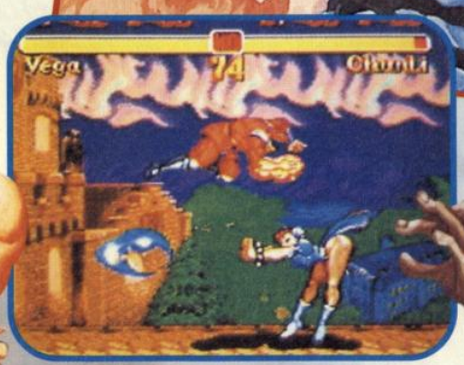
It's not long now until both Super SFII and Mortal Kombat II are released on the Super NES. You probably know both games back to front as they've been out in the arcades for most of the year, but what can you expect from the Super NES conversions? Read on for a few surprises!

The arcade intro has been retained!

Zangieff goes the group!

Super Turbo

Super Street Fighter II has already been released in Japan and will be out in the USA in late July. Unfortunately, the release of the Pal version, for the UK and Australia, has been delayed, possibly until September and no actual release date has been confirmed. However, there are strong rumours that the Super NES version is actually a conversion of Super SFII Turbo! This would explain the dramatic increase in cart size over Turbo, to an unprecedented 32 megabits! Surely the extra four backgrounds and characters can't have taken up an extra 12 Mbits!? What we've seen of the Super NES conversion indicates a variable speed setting already present. So are the extra moves and super combo attacks also hidden somewhere in the cart? We certainly hope so!



Chun Li has a new fireball, but Bison (Vega) doesn't seem worried.

You get bonuses for sending enemies dizzy.

When Will It Stop?!

For the uninitiated, the improvements and additions to Super SFII Turbo (or SSFIIX as it is known in some countries) include several new moves for each character, such as more multi-hit combos and new throws for most characters. There are three speed settings on offer and the most noticeable addition to the gameplay is the inclusion of the super combo attacks. Each time you perform a special move, whether or not it connects with your opponent, a small orange bar in the lower corner of the screen builds up. When it becomes full you are able to unleash your awesome super combo attack. These are basically beefed-up special moves which have the potential to hit your enemy several times and inflict vast amounts of damage. For example, Ken does a double dragon punch in which he knocks his hapless victim up into the air with the first hit and then hits them again with a second as they fall to earth - very impressive. Unless you miss. The joypad controls for these special combo attacks are similar to existing moves but with a few extra wiggles involved, so mastering them is not easy.

What Next?

All this makes you wonder what Capcom has up its sleeve for Street Fighter III. Sources indicate that SFIII will be a completely different style of fighting game, which partially explains why there have been so many sequels to SFII. The designers are using all their ideas that can be applied to SFII in the style that it currently exists in, with the goal of creating the ultimate one-on-one beat-'em-up. SFIII will apparently be completely different and feature only a few of the SFII characters, probably Ryu and Sagat, who were in the original Street Fighter.

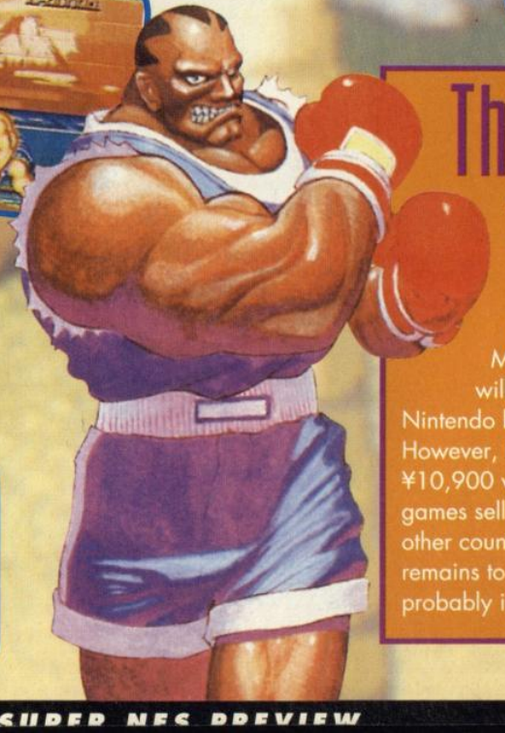
Zangieff is much more agile.

First in, best points!

Both Ryu and Ken can set opponents on fire!

Sagat can now do more than kick.

One of Vega's many new moves is this air spear.



The Price of Pain

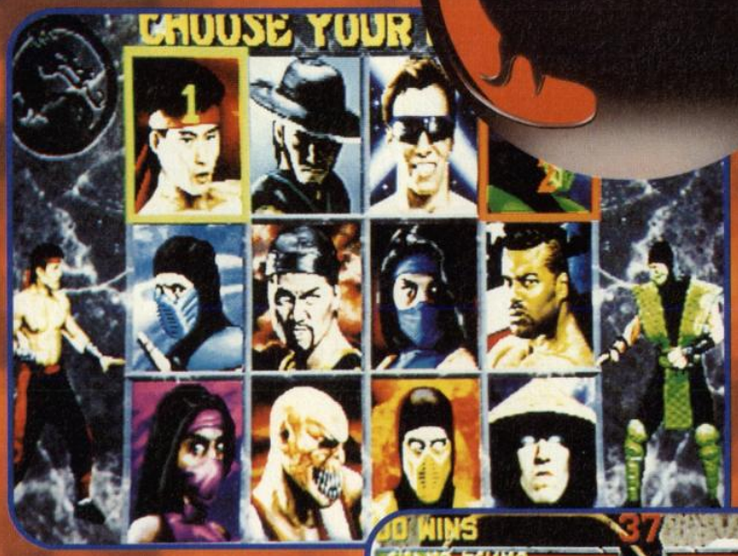
So, how much is this brilliant game going to cost you? Nintendo have said that they will price all their games under $100, but that was before it was announced that SSFII would be 32 Mbits. Will they keep the price down, or will SSFII be an expensive exception? Only Nintendo know, and they haven't told us yet. However, in Japan SSFII has been advertised at ¥10,900 whereas your average 8 and 16 Mbit games sell for ¥9,800. Whether or not pricing in other countries follows the same relative increase remains to be seen, as the fluctuating yen will probably influence the final cost.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: ACCLAIM

MORTAL KOMBAT II



These shots of Mortal Kombat II are from the arcade version, courtesy of Timezone.

When Mortal Kombat II was released in the arcades at the beginning of the year, the first question on Super NES owners' lips was not "Will it be converted to the Super NES?" - that was a forgone conclusion - but "Will there be blood in it?" Well, will there be blood? The answer to that fine question is at hand, for NMS has seen the future, and the future is red. That's right, Mortal Kombat II on the Super NES will contain gratuitous amounts of blood and have full fatalities! Nintendo have officially approved a full gore version of MKII, no doubt influenced but the millions of disgruntled Mortal Maniacs who didn't see any blood in the first game and had to put up with the inferior, yet bloody, Sega version. The new ratings code has also given Nintendo confidence to release these games, secure in the knowledge that a sticker on the box will prevent millions of impressionable minds from being inadvertently exposed to such deviance and heresy as contained in MKII.

Mortal Kombat II is due for a world wide release in September on the anniversary of last year's Mortal Monday.

In the meantime take a look at these shots from the arcade version. No blood in them, though.

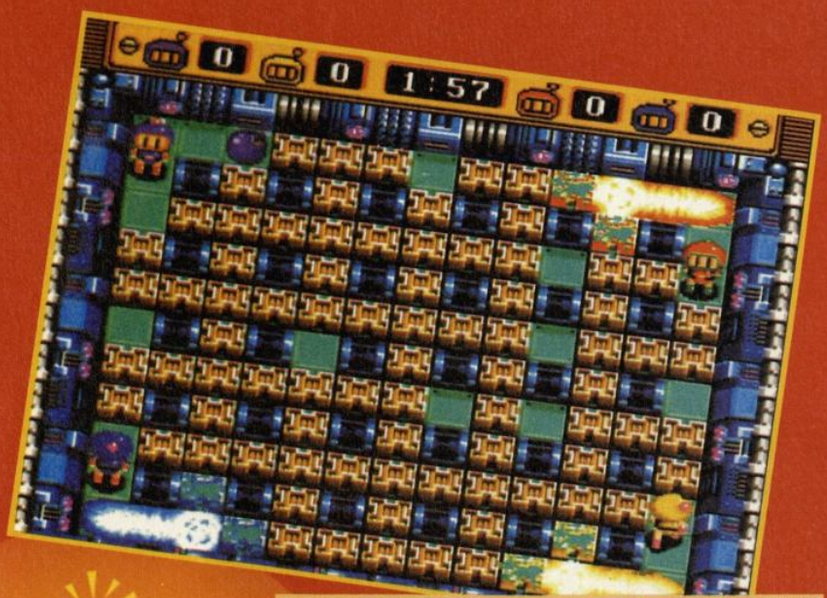
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: HUDSON SOFT

SUPER BOMBER MAN

The first Bomber Man game on the Super NES blew everyone away with its outstanding gameplay and brilliant four-player mayhem, so what can you expect of the sequel? Read on and find out, or don't read on and wait until someone decides to relese it.



What's a sequel without new features? Well, Super Bomber Man 2 has stacks, especially in the bomb department! There are rubber bombs and squares that amplify the destructive power of bombs making them blow up just about everything. There are loads of new power-ups as well, including gloves that let you carry bombs around and hearts that let your Bomberman sustain two hits.

It's the one-player mode that has been most altered from the original, though. Why limit the rooms to just one screen? Bomber Man 2 doesn't, and the result is a game with much more depth and challenge. To get through each stage you have to get through many puzzles, mostly of the switch-activated variety. This opens opportunities to introduce more fiendish traps and new baddies to defeat and it's all much harder than the original.

If you've got a Multi-Tap, prepare yourself for more madness with the new Tag battle mode. This is basically a two vs two game in which you are encouraged to gang up on your mates! There are also eight new arenas which feature hazards such as ice, obscured areas and treacherous flame pits. Aye carumba!

NMS MAIL BAG READER SYSTEM

Yes, here we are again with yet another month's worth of fascinating mail from our absolutely delightful readers.

(Biff, bang, boof. Sorry, I just had to deal with my evil twin brother, the nice Fat Boy.)

Yep, it's more pathetic losers, writing in with tales of their sad lives. If one more person wastes my precious, quality time with the contents of the fridge, I shall feel compelled to send Andrew around to deal with you. Get it? Send *interesting* letters to Mailbag, PO Box A305, Sydney South NSW 2000.

DEAR FAT BOY
I recently got a game on the NES. It is called NES Open Tournament Golf. I would like you to review it, please. Oh, there's another one I'd like you to review, too. It is called Ultimate Air Combat.
Andrew Henwood
Gladstone, Qld

Would you like your shoes shined while I'm at it?

DEAR FAT BOY
I really love your magazine... blah, blah, blah, crap, crap, crap.
I have tonnes of friends (well okay, a couple) who own Sega, and they think Sonic rules.
Well, I think he sucks. But being the non-violent person that I am, I think that blowing his brains out with a rocket launchers is totally unnecessary. So I've found a more peaceful way of dealing with Sonic, as you can see from the picture my little bro drew. Pretty cool, isn't it?
Anyway, the whole point of this letter is to BEG, PLEAD, umm... ASK you to publish this letter and picture. PLEASE, PLEASE, PLEASE, PLEASE, PLEASE!!!!!
Now that I have finished kissing your butt, I will get back in my box.

DEAR FAT BOY
All congrats on the fab mag 'n' stuff.
I'm sick of guys telling me Sega is better than Nintendo so I shall do a quick comparison between the Megadrive and Super NES.
The total colours available for the Super NES is 32,768 and for the Megadrive only 512 colours. The Super NES can handle 128 on-screen colours where as the Megadrive can only handle 64. The max size of sprites on screen for Super NES is 64 x 64 but the Megadrive can only handle 32 x 32. The maximum amount of sprites on screen for the Super NES is 128 and for Sega, (ha, ha, ha), 80.
So if you Sega freaks still don't get it, read between the lines, Sega sux, Nintendo rules, man.
Michael Parsons
Cairns, Qld
P.S. Your last issue was deadly!

Young Michael Parsons strikes me as an extremely sensible chappy who will go far in life.

Thank you for listening to a poor, deranged maniac.
Bog Bog
North Fitzroy, Vic

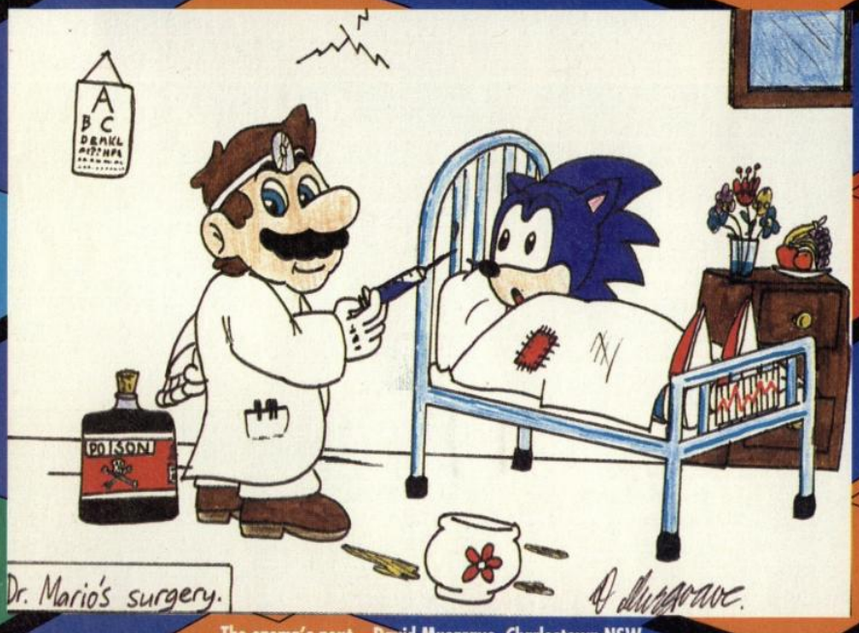
Actually I thought the pic was pretty cool, too. Unfortunately it is unsuitable for publication in family mag such as NMS.

DEAR FAT BOY
HELP!!! My whole life is falling apart. I don't know why but I just can't pick up chicks any more and I've been like this for four months.
AAAARRR!
My family is a bit on the wealthy side but none of us are snobs. I've got a great personality, a good body, dimples, clear blue eyes, short curly hair and a great sense of humour.
What more could a girl want?
I'm really getting desperate so if any young female out there wants a great boyfriend who will spend quite a bit of money on them please write to Fat Boy for my phone number and address.
Lonely Heart
Sydney,NSW

Andrew, is that you? Stop putting your lonely hearts letters in my Mailbag.

IDIOT OF THE MONTH
DEAR FAT BOY AND NINTENDO FOR THAT MATTER...
I am typing this letter in disgust. Nintendo are fooling with games too much and I am 110% tiddled off.
Look at this: Megadrive, two Master Systems, two Mega CDs, Game Gear - six systems; NES, Super NES, Game Boy: three systems.
See the situation? See how Sega (puke) have practically twice as many systems as Nintendo? Are Nintendo slacking off or what?
By the time you print this letter it will be the year 74658392566583 and a half. That's when I will probably be able to think again. There will probably be Megadrives 1 to 51 and they'll be working on 52.
And Fat Boy, go and stuff your %$#@ling self with prawn crackers and Jaffas and all the other fattening stuff (it wouldn't really make a difference). 'Cause I looked it up and you were on the Weight Watchers' Ten Most Wanted list.
The Official Fat Boy Haters
Naremburn, NSW

Ahhh ... at last. A complete idiot.
Excuse me if I'm wrong (and I'm not), but isn't the object of video game companies to make the best video games possible? And to do that you need the best consoles possible. (Are you still with me, scumbucket?)
Now, any objective comparison of the quality of the games vis-a-vis Nintendo and that other mob, will show that the quality of the Nintendo games are far superior. Which explains why there are so many Sega systems. Its consoles were obviously inferior and unable to run technologically-advanced games of the like developed by Nintendo, so it has had to upgrade them to try to approach Nintendo's high standards. Get the picture?



The enema's next... David Musgrave, Charlestown NSW

TO MY DEAREST, DARLING FAT BOY
How I love you so. I watch you everyday and admire you from a distance. I cannot live without you, so please go on a date with me and you can eat all you like and I'll pay.
With all my love.
Fat Girl
P.S. I have enclosed a picture of myself.

Okay.

DEAR FAT BOY
You won't guess what I've found out. It's the game we've all been waiting for. Yep, Thomas The Tank Engine. Hooray it's here at last, and what's more it's made by those absolute legends at THQ! Y' can stick your Mortal Kombat II, Super Street Fighter, Empire Strikes Back and Starwing 2. Old Thomas'll certainly top my Christmas list. In case you don't realise, I'm being sarcastic. *(Oh, is that what it was? - FAT BOY)* I was at the video store

Leo Semau, NZ

choosing a game when there it was with that pathetic train gleefully staring up at me. I crossed my fingers hoping I was in the Sega section, but no, it was the Nintendo section. Sure it's aimed for younger kids but must Super Nintendo be lowered by its standards? I mean, seriously, why does Nintendo allow these sad games to be given the okay? Surely you must be pretty ticked about this too, am I right?
David Hamilton
Sandringham Vic

How come you're so sure that this isn't the very first Nintendo game with blood and full fatalities? I bet you didn't try it did you? However, what you have to remember is that some Super NES players are young, and I mean young, so I figure that Thomas The Tank Engine's aimed at the Sesame Street set, not you.

DEAR FAT BOY
My friends keep saying Sega own Nintendo - is this true?
Joel Rowbottom
Gisborne, Vic

Get a brain!

DEAR FAT BOY
I demand your full co-operation, otherwise I will consider doing unspeakable things to your good self, or more importantly, I shall padlock your executive fridge. This is what I want you to do. You can either -
1. Send me a copy of Jurassic Park.
2. Put me on your team of reviewers.
OR
3. Send me large wads of cash.
The choice is yours.
Heath J. Parkes
Bayldon NSW
P.S. Not publishing this letter could be your biggest mistake. Ha ha ha ha.

Back into your cage Heath, your friends in the Reptile House seem to have noticed your absence.

DEAR FAT BOY
If I bought a Japanese Super NES (*That's a Super Famicom to the rest of us - FAT BOY*) and converter to put Australian games in it could the graphics and writing come out in English?
Andrew Welsh
Taylors Arm NSW

No, they come out in Turkish. What do you think you complete and utter idiot? Actually I handed this to Monsieur Skull first but he refused to touch it, even when dressed in the hermetically sealed suit that we make him wear to the office (for our sake, not his).

DEAR FAT BOY
I'm a proud owner of a Nintendo Famicom. There is one thing that keeps bugging me. The games on the NES and the Famicom System are the same. They're both 8-bit. The control pad with three-mode turbo fire for A and B buttons (NMS #8 Nov '93 pg 2) suits the Nintendo Famicom. The Game Genie on NES also suits the Famicom. But the body of the Famicom is different from the NES, So what's the difference between the two game systems? (except the body)
Aries Joseph Santos
Phillipines
P.S. I think you should have a letter of the month and give a prize (a copy of NMS would be nice!)

Letter of the month? I think not! The only difference is the power supply between NTSC (60hz) and PAL (50hz).

Mmmmm, three days late! Your handwriting's atrocious but we think Stephen Haines of Coleambally, NSW is a bit sneaky sending his homework in.

DEAR FAT BOY
Apart from you my only idols are Ren and Stimpy, and I can't get my hands on any of their T shirts, comics or anything, this is my last resort. I even entered your T shirt comp 24 times without success. Please man you got to give me something please, or I'll go MAD, mad I tell you! HA HA HA HA. First I'll stop buying your magazine then I'll make an Anti-Fat Boy Club then we'll take over the world killing all those who so much as think "Nintendo Magazine System". Ha Ha WHAT DO YOU SAY TO THAT!
James Hubbard - former Complete Idiot of the Month Feb '94
P.S. Where are the 90210 badges. And please call me Compete Raving Loony of the Month. Ta!

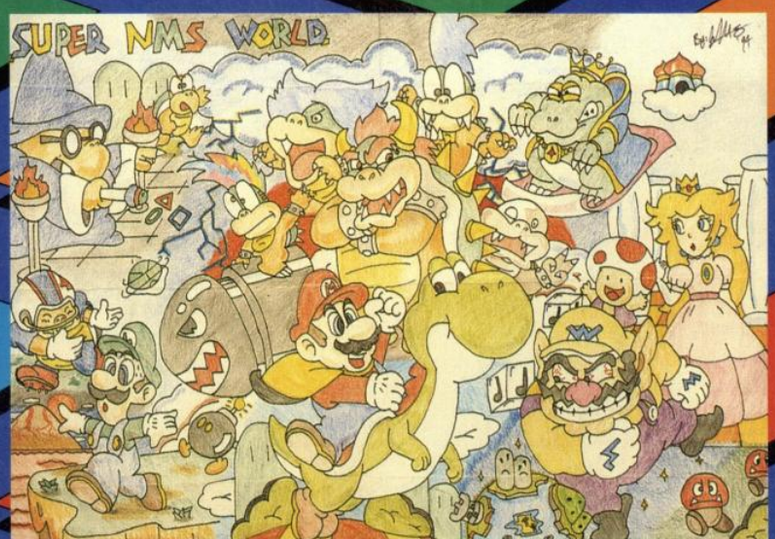
What do you mean, Former Idiot Of The Month? You'll always be a Complete Idiot as far as I'm concerned.

DEAR FAT BOY
I have written in before to tell you what champions my friend and I are (Danielle and Debbie)
First, I'd like to point out that all the people who replied to my letter, only wrote in to insult me. This mag is for people to read, not to get insults across to me unless, of course, they're good ones, which they weren't.
Here are some of my best Mario Kart scores: Toad: 01357 and Koopa: 01395. So there, which of my critics will match them?
One last thing is that for that guy in Coober Pedy, you better start freakin' because I'm in the same state as you!
Danielle 'The Mario Champion' Nelson
Ferryden Park SA
P.S. Fat Boy is cooler than any of you morons out there.
P.P.S. Mario is better than all of you!
P.P.P.S. Luigi is, too!
P.P.P.P.S. Sonic and Sega sux!

In the words of the marketing department of the movie 'Alien 3', THE BITCH IS BACK! So, everyone who replied to Danielle's original letter, it's time to put your high score where your mouth is.

DEAR FAT BOY
Well, yes, hello Fat Boy.
I am known to mortals as Guru Bob and to my divine spiritual leader as Dahlsim, a name I have only recently adopted. I have been urged to correspond with your most excellent magazine after our Master at the Temple surprised me during deep relaxation by introducing a most sedate form of relaxation, to wit, playing a Super NES.
This surprise act of genuine genius had totally redefined my spiritual path and for this I am deeply grateful to all Nintendo staff. I see correspondence in this magazine as the best way to let staff know.
In closing, I leave you with this excerpt from our scriptures "... and Alexander the Great finally reached the holy temple of Shiebah and knelt down in prayer before a stone inscription which said 'Nintendo Kicks Butt.'"
Just think about that, Fat Boy.
Guru Bob
Buddhist Temple (location unknown)
P.S. My master has agreed to curse you in ancient Buddha and make you a skinny anorexic runt if this letter is left unprinted.

Ummm (or maybe that should be ohmmmm) ... get a past life!



Sean Ruiz, Ingle Farm SA

Q&A

Welcome, dear readers, to another finely crafted session of Q&A, with me, Skull, the galaxy's greatest gaming guru. This month I investigate the lack of interest by software developers in the RPG/strategy/simulation genres. According to those who make the games, Nintendo owners don't want games that make the player think too hard or for too long. Apparently, American Nintendo players want games they can finish without too much trouble, which explains why so many games are so easy.

Methinks this is a cynical marketing ploy to make you finish a game soon so you can buy another one, or is it me who is being cynical? Anyway, you are not American Nintendo players, you are Australian Nintendo players, so I want to find out exactly what sort of games you want. Write in and tell me (beat-'em-ups, 'God' games, etc.), and I shall tell the local distributors. With any luck they'll listen, you'll get good games and everyone will be happy.

Happy? Good, now send in the letters!

The address is Q&A, PO Box A305, Sydney South, NSW 2000.

This month's envelope art winner is Tom Bayly of SA, who scores himself a Street Fighter II comic.

Q 1. Are Mario's overalls blue or red?
2. Is the 64 bit Project Reality going to be cartridge or CD?
3. My friend said (Here we go... - Skull) that Nintendo is going to bring out Sonic (the bimbo) and Sega is going to bring out Mario (the best). Is that true or is my friend dumb?
4. How much is Project Reality going to cost when it comes out?
— *Adam Sloane, Romsey, Vic*

A ***Skull: 1. You moron! Mario's overalls are blue and he wears a red shirt underneath. (Fashion editors of the world take note!)***
2. According to Nintendo, it will be cartridge-based with the option to add a CD ROM drive in the future.
3. Your friend is very dumb. So dumb, in fact, that I'm willing to bet that if you tell him what he said is true, he will believe you. While you're at it, why don't you sell him all your crap games and anything else you don't want? Just make him pay first.
4. You want an exact price? Sorry, you'll have to wait for Nintendo to make their minds up about it. (But if it were up to me, I'd sell it for less than $300. What the heck, I'd make it standard issue to everyone!)

Q Skull, here's a few questions for you.
1. When will Shadowrun II be coming out?
2. Will there be a different Ren And Stimpy game coming out for the Super NES?
3. What are the best RPGs out for the Super NES?
4. Will there be any more RPGs coming out for the Super NES?
5. And a big JOY! to Boner and Hindeye!
— *Bellson Boy, N. Mackay, Qld*

A ***Skull: 1. Beam Software, the developers of Shadowrun, deny all knowledge of a sequel. We can only hope.***
2. Yes. It's now called Time Warp, or something, and might be out in the next few months, if you're lucky. And if you're really lucky, it'll be a vast improvement over Veediots.
3. All the best RPGs, such as the Dragon Quest saga and the Final Fantasy series, are only available in Japan. The best Super NES RPGs out in Australia are Zelda III: A Link To The Past, Shadowrun and Equinox. I strongly suggest you get a Super Game Boy and a copy of Zelda IV: Link's Awakening, NOW!
4. Yes, although there aren't many RPGs headed our way in the near future. It would be nice to see Secret Of Mana, Lufia, Final Fantasy: Mystic Quest and a few others that are currently

Q 1. Any more news on the Akira game?
2. Are there any plans to make a game based on the cartoon 'Samurai Pizza Cats'?
3. With the sudden rush of PC conversions, will the excellent game Dune II be converted to the Super NES?
4. Will conversions such as Doom and Syndicate have crap graphics to leave enough memory for the rest of the game?
5. Where the hell is The Zone? I checked every channel on Saturday morning but I couldn't find it. Obviously this is because I live in a different state, so please tell me when The Zone will appear up here.
— Brendan Cahill, Brisbane, Qld

Don't worry children, you'll never have to play this violent, yet brilliantly programmed, piece of software on your Super NES.

A ***Skull: 1. Not as yet, though it was pencilled in for an Australian release in October, however it seems to have disappeared...***
2. It sounds like the sort of game American sales executives would love to market, but I don't have any details yet. However, there's a game out in America based on the cartoon 'Biker Mice From Mars', which might interest you. If either of these two games look like they're headed Down Under, I'll be sure to let y'all know.
3. No, it's a CD-ROM game, so there's no way currently possible to fit it onto a Super NES cartridge.
4. Possibly - it depends on the game. Syndicate is being totally rewritten for the Super NES by the original programmers, so rest assured they'll make it as good as they possibly can. Doom, on the other hand, now looks like it probably won't be converted to the Super NES, as the developers, Id Software, were rather upset by Nintendo's anti-blood policy which forced much of Wolfenstein 3D to be changed. The graphics in Wolfenstein 3D on the Super NES were very blocky compared to the PC original, although the game speed remained more or less the same. This is because the Super NES and PC process data in different ways. A conversion of Doom would probably end up looking blocky as well.
5. It's on Channel Nine on Saturday mornings at 8:30 am. Which is a shame really, because that's when Channel Ten screens The Ren And Stimpy Show. It's all well and dandy for us at NMS, as we've seen all the episodes of Ren And Stimpy up to the end of the end of the third which hasn't been seen in Australia, but for everyone else, all I can say is 'ave you got a video?

available in America with English text officially released down here. Don't forget to write in and add your vote to my game survey.
5. JOY!!!

Q 1. Are there any Mega Man games on the Super NES other than Mega Man X?
2. What Mega Man games are available for the NES?
3. What about for the Game Boy?
4. What do you think of the Mega Man games?
— Michael King,
Eleebana, NSW

A ***Skull: 1. Yes, Mega Man Soccer has been released in Japan, but it isn't a very good soccer game.***
2. One to 6 have been released in Japan, but Australia is only up to the third instalment.
3. There are three Mega Man games on the Game Boy, though only the first one has been officially released here.
4. As far as platform games go, they are quite good, if somewhat similar to each other. But I like them.

Q 1. Will World Heroes 2, King Of The Monsters 2, Fatal Fury Special, and Muscle Bomber Duo come to the Super NES?
2. Will they make Clay Fighter 2?
3. I have heard that there will be a TMNT Tournament Fighters 2. Is this true?
4. Can you give me a copy of World Heroes?
— Duncan Bushell,
Mitcham, Vic

A ***Skull: 1. All those games you have mentioned are either out now or will soon be released in Japan. Whether or not any of them will come out in Australia is a different matter entirely. So far none of those games are on any of the Australian distributor's release schedules, though I'll tell you should this change.***
2. Yes.
3. Maybe, but I'm not saying. I'm also not saying anything about NBA JAM 2.
4. I thought about it, but decided not to. You wouldn't really like it that much, as it isn't very good.

Mary, yesterday.

Q I have only just discovered NMS. I love it and everything about it. Skull, I know you are a legend, so I'm asking you these questions.
1. In NMS #13 you guys mentioned that Takara are converting Samurai Shodown to the Super NES, but they're calling it Samurai Spirits. I am a real SamSho freak so please give me a little info on it and when it's being released.
2. If you've seen it, what rating do you give it?
3. Will there be any cheats for it?
4. My friend told me that in Mortal Kombat II there are these things called 'Babalities' and 'Friendships'. Is this true, and what the hell are they?!
— Sean Adams,
Charlestown, NSW

A ***Skull: 1. Well, there's not really a lot to tell you that you don't already know, seeing as you're a fan of the arcade game. It's called Samurai Spirits in Japan, but if it gets released here it'll be called Samurai Shodown. The Super NES version is looking extremely close to the arcade version, with all the characters and moves included. When is it being released, you ask? Surely you jest! The last Takara game to be released in Australia was the atrocious Fatal Fury conversion. It was distributed in Australia by Mattel but, unfortunately, they seem to have dropped out of the video game business, stating that they will not be releasing any more games this year. Your guess is as good as mine, however, you could try to get things happening with the other major distributors. Here are their addresses, write to their sales managers and demand that they release your favourite games (this goes for all readers).***
Nintendo Australia, Private Bag No. 16, Mulgrave Nth, Vic, 3170.
Metro Games, PO Box 255, Nth Melbourne, Vic, 3051.
Sony Electronic Publishing, 11-19 Hargrave St., East Sydney, NSW, 2010.
2. The Super NES version is darn good and is the best one-on-one fighting game since Street Fighter.
3. Probably, as most of Takara's other Neo Geo conversions have had cheats.
4. Your friend is correct. They are like Fatalities, but don't involve copious quantities of blood or dismemberment. Many arcade machines have instructions as to how to perform them, find one that does and check them out, some are very strange, indeed!

An excellent rendition of myself, by reader Mickey K., who wins a Simpson's comic. I want more!

Q 1. What is the New Zealand Nintendo Hotline number?
2. What is the lowest price you can get a Super NES for and where?
3. Where in New Zealand can you get an Action Replay for the NES? How much will it cost?
4. I think Maniac Mansion is stupid. What do you think?
5. Is Starwing II going to be two player?
— Cameron Graham,
Auckland, NZ

A ***Skull: 1. There isn't one. You can call the Australian Nintendo Hotline on +61 (3) 646 5600, but it won't be cheap!***
2. The cheapest Super NES you'll find is going to be a second hand one. Start looking where second hand things are sold, ie. newspaper classifieds, hock shops etc.
3. I'm not sure what it will cost you, but call Micro World in Auckland for Action Replays and other such stuff. Their phone number is (09) 357 0984. (This is a New Zealand phone number, so don't call it if you live in Australia!)
4. I think you're a crap player who can't finish it.
5. Yes, thanks to the FX2 chip, and an unprecedented build up of our nation's weapon stockpile.

Q 1. I'm going to get myself a Game Boy and I was wondering when Mortal Kombat II will come out and at what price?
2. Also, will Clay Fighter come out on the Game Boy? I'm sure you'll find out 'cause you're Skull.
— Terry Brett,
Geeveston, Tas

A ***Skull: 1. Through my crystal ball I see ... a Metro Games release schedule which says the Game Boy version of Mortal Kombat II will be released in September for about $59. It's expensive because it is a 2 Mbit cartridge.***
2. Clay Fighter on the Game Boy? I don't fancy your chances of seeing that happening this millennium.

TIPS & TACTICS

What can I ramble on about this month? The lack of decent NES cheats? Nah, I'm sick of whingeing about that.

Cretins who send in cheats we've already printed? Pah! It's not worth wasting the effort on such scum.

People who ring up crying cause the Action Replay code they want won't work? Losers, try changing some of the numbers yourself! Hey, and for those of you who are trying to use an Action Replay code without the benefit of an Action Replay, if you had another brain cell, it'd be lonely.

Baboons who send in brilliant cheats but don't give a name or address? What a waste, I'll just have to award the TOTM to Rod's dead dog. (He killed it fifteen years ago.)

Actually, it doesn't matter anymore, 'cause I've just filled this space! (Lazy editorial trick #5623.) Just enough room left to put in our postal address. It's PO Box A305, Sydney South, NSW 2000.

GAME BOY

THIS MONTH'S TIP OF THE MONTH WINS TOP SECRET PRIZE!!!

GAUNTLET II

SECRET EXITS AHOY!: By leading an explorer to a point where they are safe from harm, have them remain still for about a minute and a half. After this time all the doors spring open at the cost of a small loss of energy. James Curry threw that one down before the NHS.

LOONY TUNES

SECRET BOW: Arthur Hannam knows Game Boy Loony Tunes like the back of his white three-fingered glove. To prove it, he tells us of a secret bow worth 10,000 points which is found as early in the game as stage one. Daffy dives into the water as usual but, instead of diving down, he jumps onto the river bank across the water. The wall to the right is a false one, so send Daffy through to claim his prize!

Tip of the Month

JURASSIC PARK

LEVEL SKIP: The instruction booklet of this fine game alludes to a cheat, though no-one has yet found it. Except Peter K, who wins a game! On the high score screen press **UP, DOWN, RIGHT, UP, DOWN, LEFT** and **SELECT** twice. Now, whenever you want to check out the next level, press **START, SELECT, A** and **B** simultaneously and Dr Grant will be transported to the start of the next level.

NES

THIS MONTH'S TIP OF THE MONTH WINS SOMETHING VERY SECRET!!!

SHADOW WARRIORS

SOUND TEST: There is a secret option in this game for a sound test. It's not going to solve any world problems, but here it is nonetheless. At the Tecmo logo press **LEFT, DOWN, A, B** then **START**. Heaps of people have sent this cheat in so I'm not going to credit it, you know who you are.

ISOLATED WARRIOR

LEVEL CODES: These were sent in by John Williams of Coogee, NSW.

Level Two: **1227**
Level Three: **0501**
Level Four: **0705**
Level Five: **9801**
Level Six: **2687**

IKARI WARRIORS

EXTRA MEN: You probably know this one, but seeing as we're running low on NES cheats this month here it is again. When you've lost all your lives, press **A, B, A, B** and you'll receive an extra three lives. The only thing is that this cheat only works in two player mode, so friendless sad sacks beware.

Tip of the Month

LEGEND OF ZELDA

2ND QUEST LEVELS: From across the Tasman - Taranaki, New Zealand, to be precise - comes the locations of the levels in the second quest. Peter Sherman is the dude responsible, so hats off to Peter! Oh, and if you haven't completed the first quest, enter your name as **ZELDA** for a new game and you'll start on the second quest.

Level One - Same place as in the first quest. The treasure found here is the wooden boomerang.

Level Two - Where the blue ring was found in the first quest. The treasure here is the whistle.
Level Three - Where Level Two was in the first quest. Blow the whistle here and a stairway will appear. The treasure is the silver boomerang.
Level Four - You will need the power bracelet which is found in the same place as for the first quest. Go to the Lost Hills and push the blocks. When you push the correct one a stairway will appear. The treasure is the raft.
Level Five - Where Level Four was in the first quest (across the ocean, on the island). The treasure here is the bow.
Level Six - In the graveyard blow the whistle in each screen. If a whirlwind does not come, push the head stones until a stairway appears. The treasure here is the step ladder.
Level Seven - Found two screens down from where Level Three is found in the second quest. Burn the trees until a stairway appears. The treasure is the red candle.
Level Eight - Go left from the waterfall. Cross the water using the step ladder and bomb the walls. A cave entrance will appear. Two treasures are found here, the magic key and the wand.
Level Nine - Found in the very top - wait a minute, we're not going to tell you any more, suffice to say that the silver arrow and the red ring will be yours when find the entrance. Good luck and have fun!

SUPER NES

THIS MONTH'S TIP OF THE MONTH WINS TOP SECRET PRIZE!!!

SKULLJAGGER

PASSWORDS: Tristan Chambers of Perth, WA, sent nine million tips in this month. This is just one of them. On the screen showing the island from each level, press **R** then **L** then **R** again and you'll be given some hints on how to find warps and other secrets. Now here are some rather bizarre passwords.
CRUEL MAN CRUEL BIRD
CLAW IS MEAN DOCK
BIG WILD ANGRY FLY

SUPER PUTTY

UNLIMITED LIVES: Pause the game and press **R, A, L, L, Y**. Putty on, dudes! So says the sender of this cheat, one Lee Ryan of Woodford, Qld.

COOL SPOT

CHEATS: Infinite lives, invincibility, level select - they're all here, thanks to Shaun Hayes of Drysdale, Vic. When the Virgin logo appears at the start of the game, hold down the **L** and **R** buttons then press **Select** 30 times.

KING OF DRAGONS

TWO PLAYERS, SAME CHARACTER: This insignificant little cheat was discovered by NMS' one and only Gary "I used to stick my hand up an emu's bottom" Harrod. (Don't worry kids, it wasn't a real one.) Now, back to the cheat. As the Capcom logo appears, quickly press **DOWN, R, UP, L, Y, B, X, A** and **START**. This lets two players play as the same character in this disappointing Capcom release.

SUPER EMPIRE STRIKES BACK

CHEATS: There were heaps for Star Wars, so naturally there were going to be some for ESB, and here they are. Do them on the title screen with the start/options/password box with **control pad one**, if you get it right you'll hear Darth Vader say "Impressive" as he does when you enter a password. If you get it wrong, you must turn off the Super NES before trying again, pressing Reset won't help.
99 Lives: X, Y, B, B, B, X, A, Y, Y, B, A, X, Y.
Full Jedi powers: X, B, B, Y, X, A, A, X.

Unlimited Thermal Detonators: A, X, B, X, X, A, Y.
Debug mode: A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. When playing, press **L** and **R** on **control pad two** to be taken to the Debug screen. Alternately, you can press **START** on **control pad two** to skip to the next level.

X-KALIBER

LEVEL SELECT: This cheat takes the hard part out of the game - the playing it part! Whether or not this is a good thing is up to you. Go to the title screen and press **RIGHT, RIGHT, LEFT, LEFT, UP, DOWN, LEFT, DOWN, DOWN, DOWN**. If you've done it properly the music (?!) will start playing from the start again. Then press the **Y** button, go to New Game and press **Y** again. A Select Round option will appear below, so use it wisely.

SUPER SWIV

SKIP LEVELS: Much glancing back to this page will be the order of the day should you wish to skip levels in Storm's rock hard shooter. Michael Levny of Marrickville, NSW, obviously has a good memory, here's the codes, pause the game and enter them.
Level One: **R, L, R, R, L, L, R, L, R, R, L, L.**
Level Two: **R, L, R, R, L, L, R, R, R, L, R, R.**
Level Three: **L, R, L, L, R, R, L, L, L, L, R, R, R, L.**
Level Four: **R, R, R, L, L, L, R, R, L, L, R, L, R, L.**
Level Five: **R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.**
Level Six: **L, L, L, L, L, R, L, L, L, L, L, L, L, L, R.**
CONTROL BOTH VEHICLES: And from Brendan O'Connor is this cheat. At the title screen press **SELECT** to go to the option screen then press **START** and **A** together.

TRODDLERS

PASSWORDS: Can you imagine trying to finish this game without passwords? We can't and, apparently, neither could Steve Brown, so he sent some in. Thankyou Steve.
Level Ten: **SKPRND**
Level Twenty: **MNNS**
Level Thirty: **NWTHNG**
Level Forty: **CRSSF**
Level Fifty: **LTTD**
Level Sixty: **MNHNTR**
Level Seventy: **BRNT**
Level Eighty: **FRNDC**
Level Ninety: **NPLLPLG**
Level Ninety-Nine: **TWKY**

Tip of the Month

TMNT TOURNAMENT FIGHTERS

SPECIAL MOVES: Here are the moves that weren't printed in the instruction booklet, as well as the moves for the two hidden characters, Rat King and Karai. Michael Brinkley and Daniel De George are the tipsters responsible.

ALL TURTLES
Back flip: **AWAY, AWAY.**
Belly dive: While in air tap **DOWN + Y**
Throw: **TOWARDS + X**
LEO - Roll throw: **TOWARDS + X**
DON - Headbutt: **TOWARDS + A**
MIKE - Spin throw: **TOWARDS + A**
RAPH - Suplex: **TOWARDS + A**

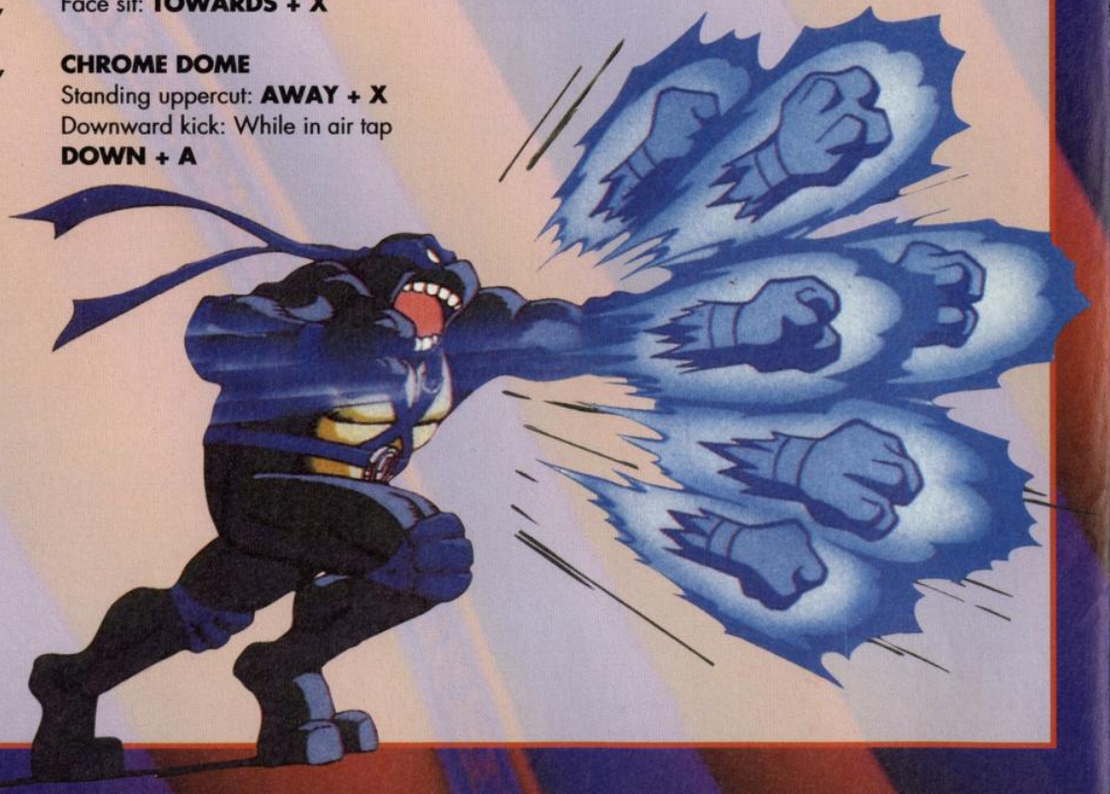
WAR
Headbutt: **Y + B**
Ball roll: **TOWARDS + X**

ASKA
Butt ram: **AWAY + A**
Face sit: **TOWARDS + X**

CHROME DOME
Standing uppercut: **AWAY + X**
Downward kick: While in air tap **DOWN + A**
Rapid gut punch: **TOWARDS + Y**
Over throw: **TOWARDS + X**

ARMAGGON
Shark torpedo: While in air tap **X**
Head bite: **TOWARDS + X**
Up throw: **TOWARDS + A**

WINGNUT
Dashing punch: **Y + B**



Face chomp: **TOWARDS + Y**
Back breaker: **TOWARDS + A**

RAT KING
Rodent suplex: At close range tap **AWAY, AWAY, DOWN, DOWN, DOWN, FORWARD + X**
Normal suplex: at close range press **X**
Flying kick: While in air tap **A**
Rat bomber: **DOWN + B**

KARAI
Air suplex: In air press **Y + B**
Air fist fury: In air press **X + A**
Air fist: **UP + A**
Flying down kick: **UP + A or B**
Sliding kick: **AWAY + A or B**
Sliding punch: **AWAY + Y or X**
Downward punch: Jump then **DOWN + A**
Throw: **TOWARDS + Y**
Face into ground throw: **TOWARDS + X**

ACTION REPLAY CODES

THIS MONTH'S TIP OF THE MONTH WINS TOP SECRET PRIZE!!!

GAME BOY ACTION REPLAY CODES

ALIEN 3
0419 68C3 - Always have full quota of prisoners.
0103 49C3 - Infinite lives.
08FF 4AC3 - Infinite energy.
043C 45C3 - Infinite ammo (with gun).
These codes are from Shaun Wheeler and Brian Balding of Alice Springs.

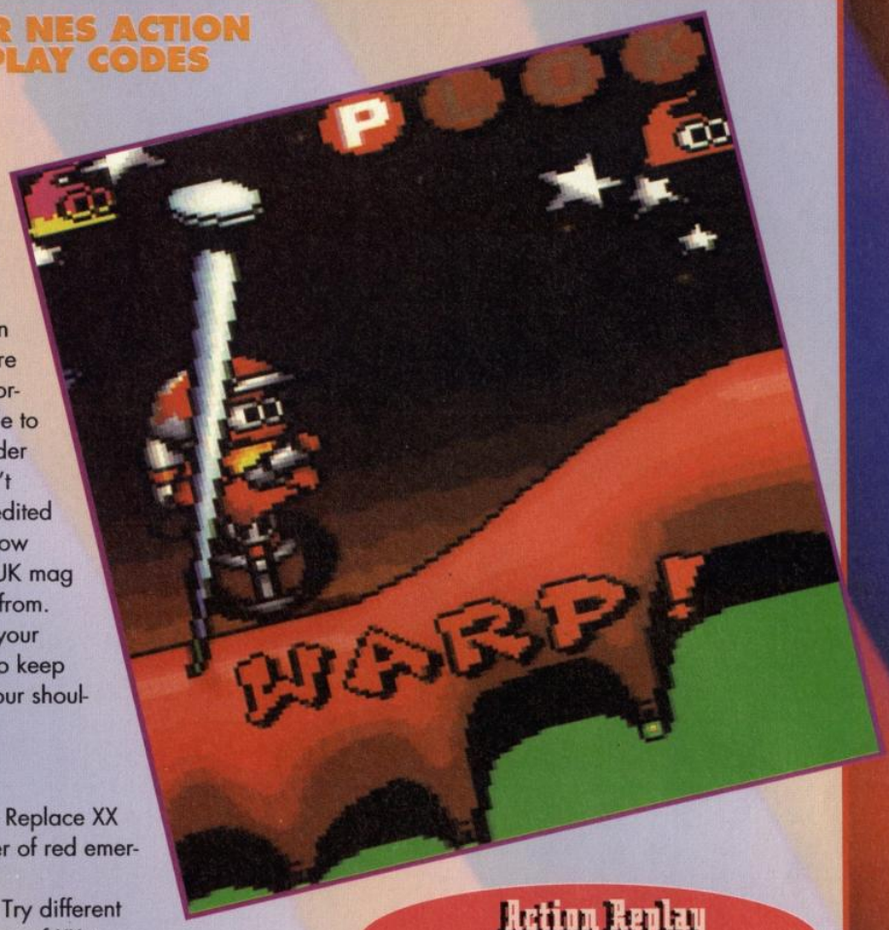
KIRBY'S DREAMLAND
030X 3BD0 - Replace X for starting level.

KIRBY'S PINBALL LAND
0103 B0C0 - Infinite Kirby balls.

CRASH DUMMIES
0204 A4FF - Fireproof crash dummies.
030X 89C0 - Replace X with 0 for easy mode, 1 for OKAY mode, 2 for hard mode or 3 for very hard mode.

SUPER NES ACTION REPLAY CODES

PLOK
7E18 000A - Enter the Test Drive screen, a hidden part of the game which the programmers put in for their pleasure and which is normally impossible to get to. The sender of this code isn't going to be credited because we know exactly which UK mag you pinched it from. And we know your address, too, so keep looking over your shoulder!



ALADDIN
7E03 75XX - Replace XX with the number of red emeralds you want.
7E08 FBXX - Try different numbers in place of XX to make Aladdin jump higher.

NBA JAM
7E0C B9XX - XX is the starting score for team one.
7E0C BFXX - XX is the starting score for team two.

LAWNMOWER MAN
7E01 9901 - Invincibility in platform stages.

POP 'N' TWINBEE
7E00 8003 - Infinite smart bombs for player one.
7E00 8A03 - Infinite smart bombs for player two.
7E00 A004 - Infinite bombs for player one.
7E00 A204 - Infinite bombs for player two.
7E00 A408 - Infinite pods for player one.
7E00 A608 - Infinite pods for player two.
7E1F F606 - Infinite continues for all players.
7E1F F6XX - Replace XX for the number of credits.

Action Replay Codes of the Month

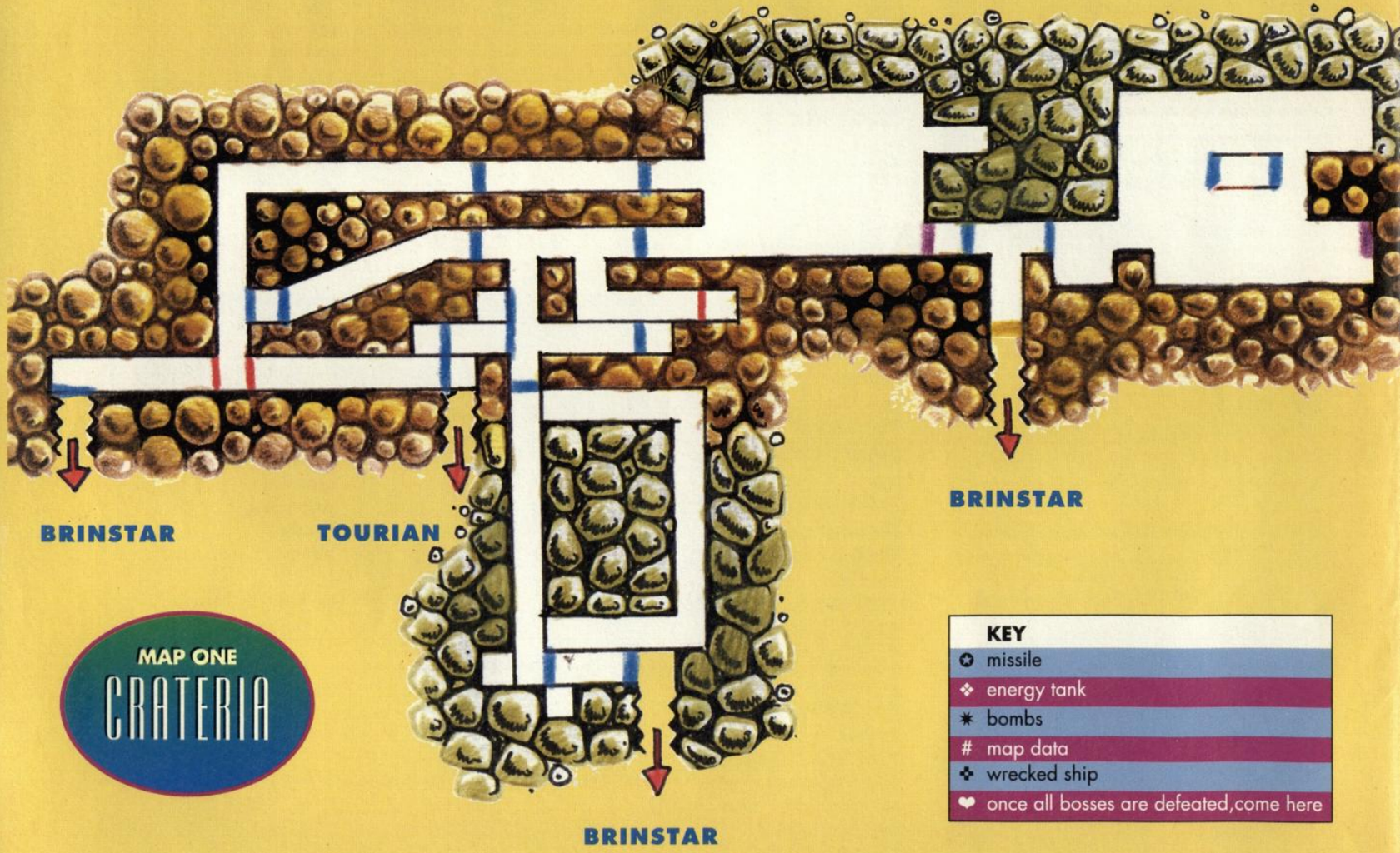
THIS MONTH'S CODE OF THE MONTH WINS SOMETHING AMAZINGLY SECRET!

SUPER METROID

7E09 C263 - Infinite energy.
7E09 C609 - Unlimited missiles.
7E09 CA09 - Unlimited bombs.
7E09 CE09 - Unlimited power bombs.
7E0B 2E02 - Mega jump.

So, Samus Aran, the bounty-hunter babe is back, but you're not really making the most of her powers? Well, we are such generous souls here at NMS we've decided to give you a bit of a helping hand as you make your way through the planet Zebes.

SUPER METROID PART ONE



MAP ONE
CRATERIA

KEY
✪ missile
❖ energy tank
✶ bombs
map data
✣ wrecked ship
❤ once all bosses are defeated,come here

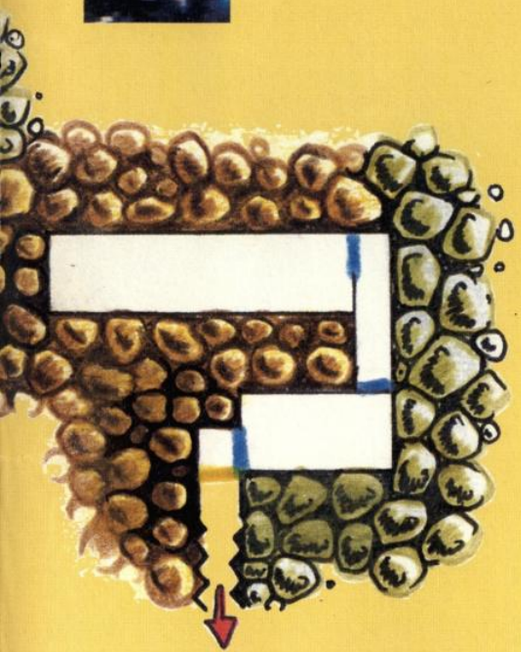
GO, GO CHOZO

The ancient bird people of Zebes are immortalised in the form of these Chozo statues. Fire at the balls and you'll reveal these special items...

Missile Tanks: For every missile tank that you collect, you'll be able to carry five more missiles, which you gather by tapping into a missile charge unit.

Super Missile Tanks: These - surprise, surprise - are much more powerful than the standard ones. Again if you get a super missile tank you'll be able to carry five more of these explosive items.

Power Bombs: One blast from these beauties and you'll nuke just about everything on the screen.



MARIDIA

Grappling Beam: Use this to grab special blocks and swing into open areas.

X-Ray Scope: This lets you to see hidden passages, but you can't move while using it.

MORE POWER!

There's more than just the pleasure of nuking your on-screen enemies to be had. They often leave behind missiles or energy balls. Make sure you collect these to keep Samus full of vim and vigour.

Energy Tanks: Grab these for 99 units of energy. But, in case of emergency, use your...
Reserve Tanks: Which you select from the Samus screen.

BEAM ME UP SCOTTY

When you start, you're stuck with the common or garden variety beam. But some canny acquisitions will change that, with plenty of beam cocktails to be made. All you need are the right ingredients:

Charge: Gives more power to your blast.

Ice: Freezes your enemies temporarily, making them quite handy as platforms to get you through those tricky bits.

Wave: This one will pierce some obstacles.

Spazer: A three-beamer attack that'll let you hit things across a wider radius.

Plasma: The mother of all beams and a handy tool to have in a tight corner.

AN OUTFIT FOR EVERY OCCASION

Varia Suit: This one halves the damage from enemy attacks and lets you hang around hot spots.

Gravity Suit: This one cuts damage from attacks to 25% and even lets you go swimming.

THESE BOOTS WERE MADE FOR WALKING

Hi-Jump Boots: Do just that.

Space Jump: To get these in action press the jump button just after Samus peaks in a somersault jump, then you'll be able to jump continuously and fly through open areas.

Speed Booster: These boots boost speed, (funny that), with the added benefit of making you invincible when you run into enemies.

SIDE ORDERS

All the goodies that no girl should leave home without.

Morphing Ball: Use this to roll into a ball and squeeze through narrow areas.

Bomb: Set these explosive devices by rolling into a ball and pressing the fire button. In addition to damaging enemies, they can blow open certain sections of floors and walls.

Spring Ball: Lets Samus to jump while she is rolled up into a ball.

Screw Attack: Turn Samus' suit into a weapon! Use this to somersault into enemies and blast them out of the air.

OPEN SESAME

There's more to opening a door on the planet Zebes than turning the knob. Some require just a little more force.

Blue Doors: These doors can be opened by beams or bombs.
Red Doors: You'll need five missiles or one super missile.
Green Doors: A single super missile is called for here.
Yellow Doors: Super bombs open yellow doors.
Metal Doors: These can only be opened when they are flashing, for which you'll need to defeat certain enemies.
Metal Poles: These hang around in various passageways. The colour of the light above them will give you a hint on how to get rid of them.

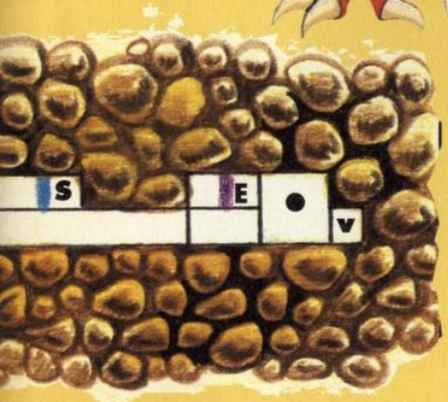
MAP TWO
BRINSTAR

KRAID
Hit him when his mouth's open with a missile, super missile or a charged beam.

SPORE SPAWN
When it opens up, use your missiles. It's possible to hit it twice if you're quick.

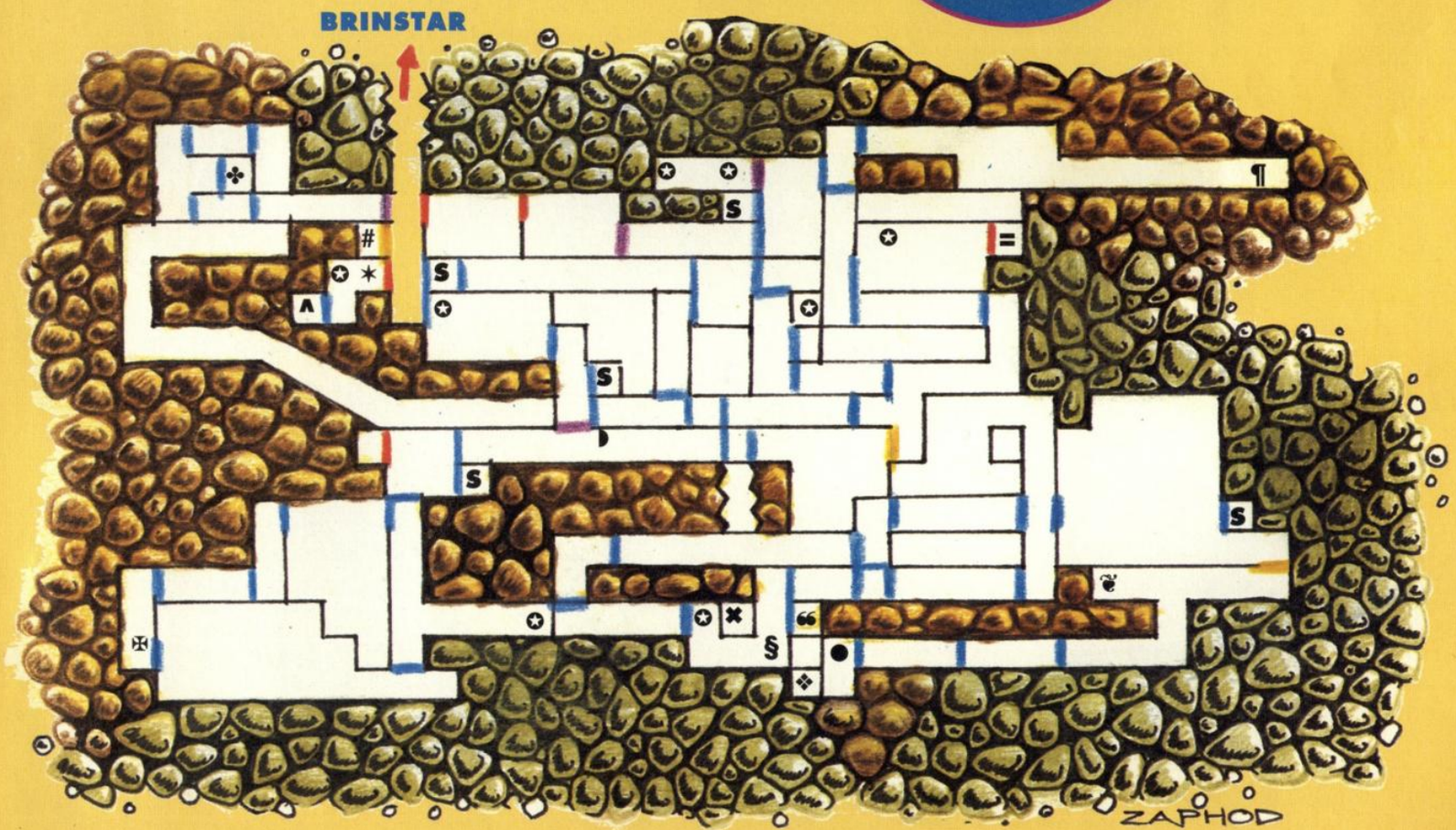
KEY	
✪	missile
❖	energy tank
▲	missile recharge
#	map data
E	energy and missile recharge
✿	energy recharge
✖	power missile
➤	use speed booster
♣	reserve tank
■	use super bomb
✦	charge
◗	mini boss
●	boss
ↄ	x-ray
✱	super bomb
=	wave beam
A	high jump boots
❣	use the high-jump boots
✚	spazer
¥	use a super missile to destroy blocks
v	varia suit
✤	ice beam
§	screw attack
✠	grappling beam
❝	power recharger
❦	power bomb
¶	speed booster

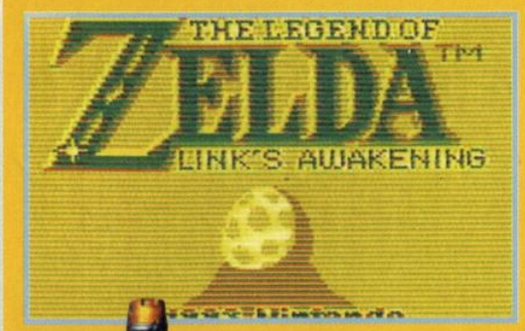
CROCOMIRE
When he hits and opens his mouth, hit him with a super missile or a charged ice/wave/spazer beam. After each hit he will take a few steps back. Continue hitting him till he's backed into the magma pit. After he falls in, wait till he makes a short-lived comeback, and finish him off.



RIDLEY
Shoot missiles, super missiles and charged weapons at it. After a long pummelling it will blow up.

MAP THREE
NORFAIR





At this late stage Link's skilful mind is every bit as important as his talents in self-defence. Situations are fast becoming a battle, not only of warrior knack, but of sharpened wit. NMS accompanies Link for the duration of his mission in waking the Wind Fish - remaining by his side until the truth of his place on Koholint is revealed...

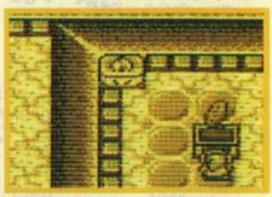
ZELDA
LINK'S AWAKENING
Part 3

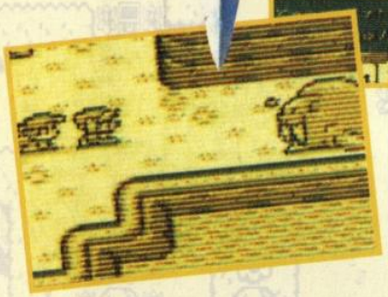
ANGLER CAVE

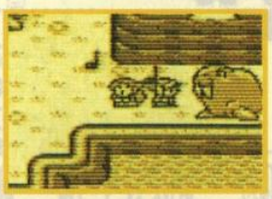
Link's retrieval of the Pegasus Boots from Key Cavern presents many new opportunities.

MUSIC MAESTRO

Near Mabe village, a Dream Shrine holds the tuning key to the opening of many doors. Link uses his magical footwear, along with his sword for scooting through Mimics and over cracked floors to claim his prize. Shame he can't play a note - yet.

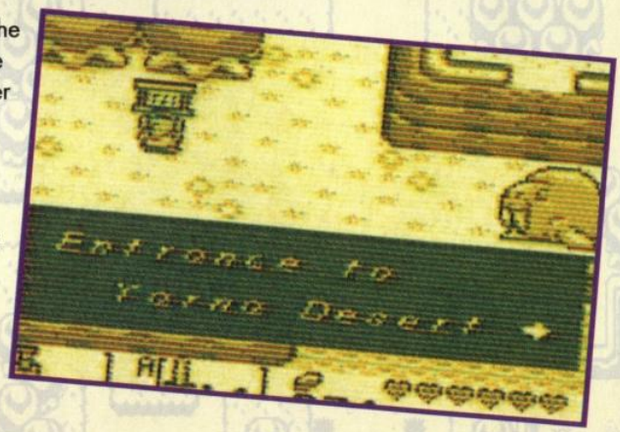






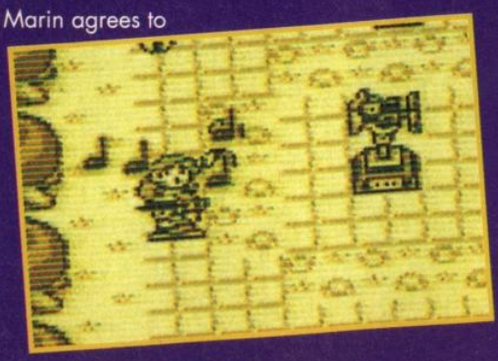
I AM THE WALRUS - ZZZZ...

Yarna Desert holds the key to Angler's Cave and a couple of other helpful extras. Unfortunately the entrance is blocked by a snoozing Walrus. It dreams of Marin. Only the sound of her lovely voice has the power to wake it from its blissful slumber.

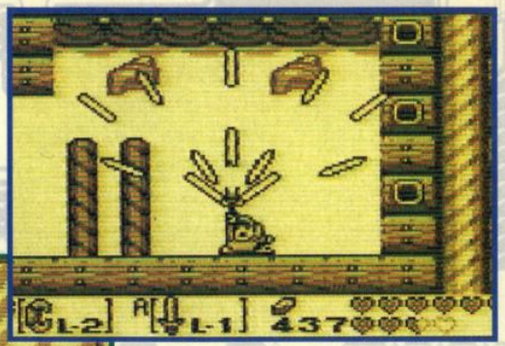


TEACH THE WORLD TO SING

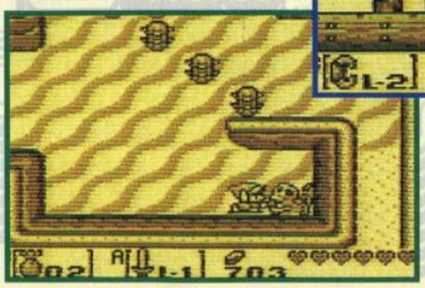
Musical expert Marin agrees to teach Link a simple important, melody.

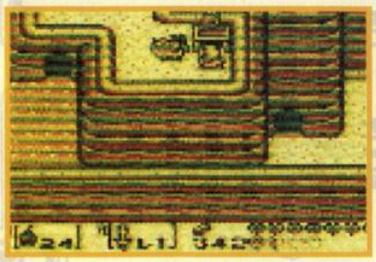


YARNA DESERT - DEM BONES

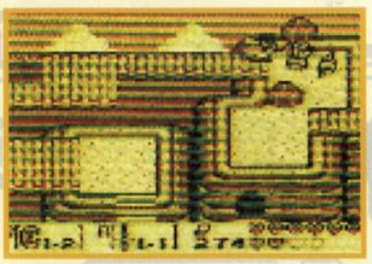


Once scuffing his feet through the desert sands Link happens across a pile of bones. Sprinkling these with his magic powder he learns of a special secret place.





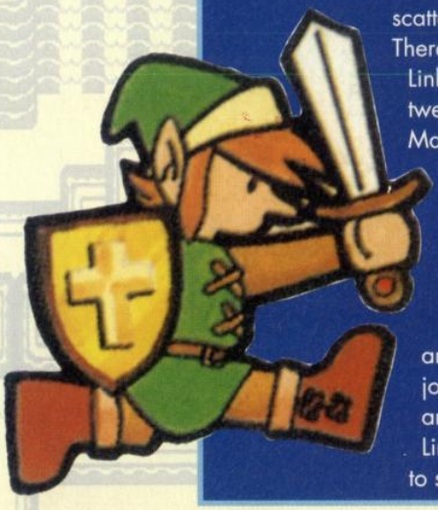
Tal Tal Mountains: A rock in the far reaches of Tal Tal Mountains is conceals a secret shell.



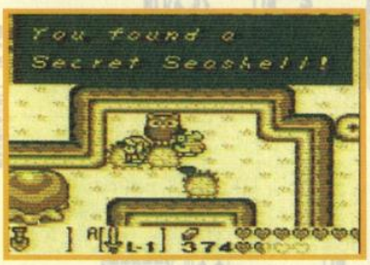
Tal Tal Mountains: A chest perched on an outcrop contains a shell too.

GET THAT SECRET POWER-SWORD

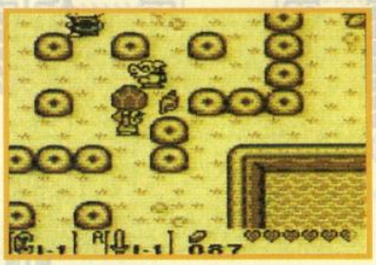
In the violent storm responsible for dumping Link on Koholint, many seashells became scattered about the Island. There are 26 in all. However Link is only required to return twenty of them to Seashell Mansion to claim his reward. Once you have passed the Seashell Challenge your reward is a sword worthy of the mightiest foes - its blade tempered to courage and honour and, and, and ... well, it's a jolly good sword to have and it's a bit lucky that Link's got it. That's all I have to say ...



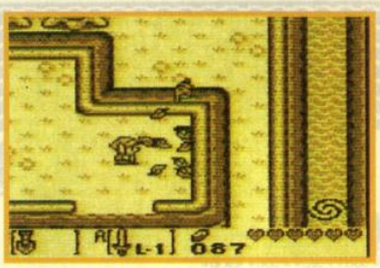
Mabe Village: The leaves of the undergrowth in Mabe Village hide a shell.



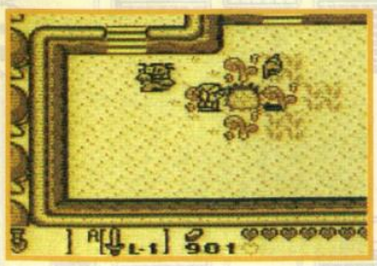
Wise Owl: In Ukuku Prairie, digging before the owl unearths a shell.



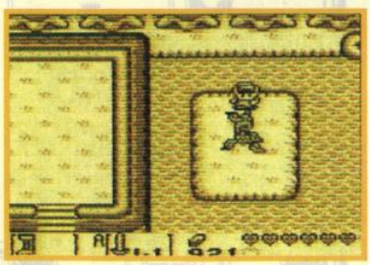
Ukuku Prairie: Raising a rock reveals a shell here.



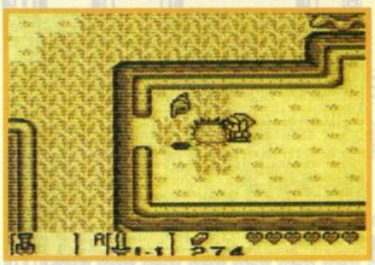
Ukuku Prairie: Another hides in the undergrowth.



Ukuku Prairie: Near the gravestone of the lonely ghost a clump of leaves hides a shell.



Key Cavern: Swim to this tiny piece of land and retrieve another shell.

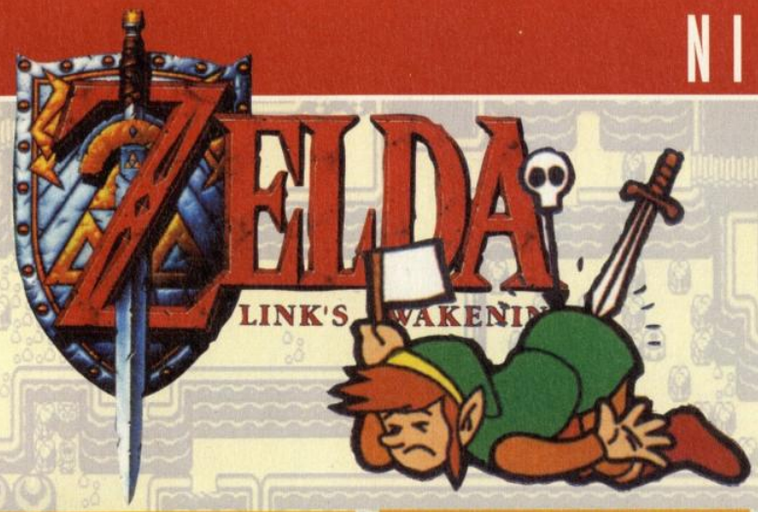


Nearby the Key Cavern: On the roof of Key Cavern lies another secret sea shell.

Koholint Prairie: With the power-bracelet Link gains access to a secluded chest.

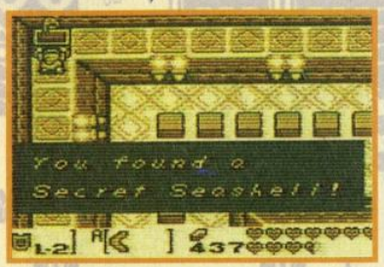
Tail Cave: Smash the wall of the Tail Cave to reveal a chest containing another.

Nearby the Tail Cave: Bouncing the lone tree loosens one more.

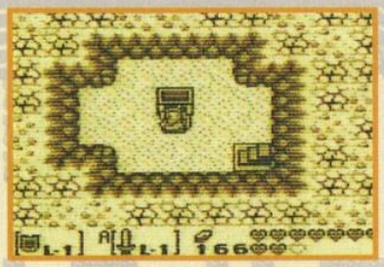


Nearby Martha's Bay: Again, a bush grows over a shell - fertile little fellers aren't they!

Martha's Bay: A tiny island is decorated by a bush, beneath which is a shell.



Turtle Rock: Shell number twenty, for NMS anyway, was gleaned from Turtle Rock.



Face Shrine: A hidden stairway near the Face Shrine leads to this outpost.

Richard's Villa: Hard to miss. Richard might as well fetch this one himself!

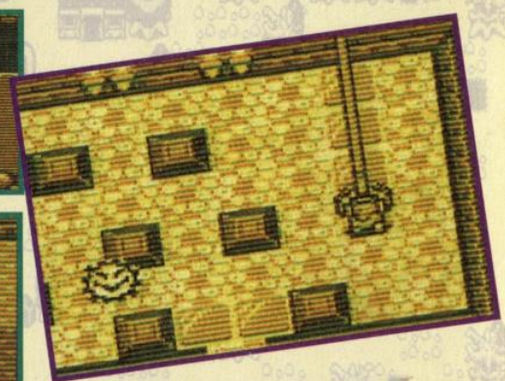
Yarna Desert: On the outskirts of Yarna Desert the warm stones protect a secret shell.

Kanalet Castle: Use the rooster to fly over the potholes opposite to find a secret cavern.

Face Shrine: Remove a statue from its placement to reveal a secret stairway to a secret sea

HOLY LANMOLA!

The Lanmola Beast uses the sand to escape Link's sword but is easily done and dusted with a few swipes to its head. It releases the Angler's Key which is enveloped by the sand. Link follows to drop into a cavern below.



ANGLER AGGRO

Once inside the Angler's Cave, Link is required to think on his feet about many things. Thwomps strike Link squarely on his bounce unless he makes use of the Pegasus Boots. The majority of rooms' secrets only appear once all the enemies are eliminated.

GET A GRIP

The mystery of the closing blocks is solved as Link tugs on the handle protruding from the wall.

LEARN TO SWIM

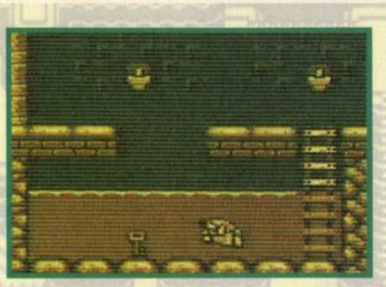
The key hole to Angler's Cave is found a few paces left of the warp gate in Tal Tal Heights. Our tiny hero now makes his way through the passageways of Mount Tamaranch to emerge on a ledge overlooking the Angler's Cave from which he makes a death defying leap!

COLLECT THE FLIPPERS

Flippers allow Link to explore those areas of Koholint that are deep under water.

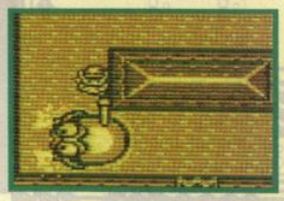
DROPPING DOWN A KEY

The flippers also enable Link to claim the key gained from defeating the enemies found in the room with two holes in the floor.



CUE BALL

The mid-level guardian frantically charges its victims into submission. By hiding around corners Link is able to attack whilst remaining unscathed.



ON THE TILES

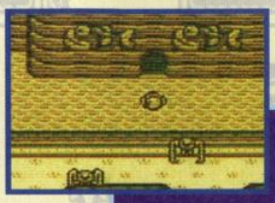
Link enters a room where the pattern of some flashing tiles is learned. Swimming through deep water, Link mimics this sequence in the room situated below and to the left and a stairway appears.

ANGLER FISH

This nightmare guardian is best dealt with quickly with repeated blows to its baiting tentacle. Should Link hasten into action too late the bad-tempered fish rams the walls of its flooded domain to loosen rotting masonry and disturb its vicious accomplices into deadly action! Link emerges from the water to lift the Surf Harp from its resting place.

MANBO'S MAMBO

Immediately after leaving the Angler's Cave Link swims westward into Manbo's Cave. Here a charismatic fish and his salsa band teach Link a cool new tune for his ocarina.



SO HAUNT ME!

As soon as Link is back on dry land he finds himself being pestered by a lonesome ghost, intent on finding its way home. Having led it to the abandoned house by Martha's Bay, Link is finally asked to lead it to a place of rest. The solitary grave found south of the witch's hovel is ideal. In fact the ghost settles for nothing less.

BRING ME MY FLIPPERS...

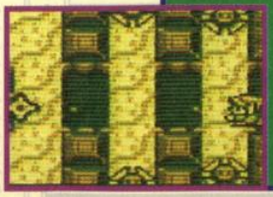
It pays great dividends for Link to use his flippers at every available opportunity. Paddling around the castle moat, Link ducks under the water and finds a piece of heart. Dipping his head beneath the surface of the water is also a great way to avoid Zola fireballs. It is also the only way to enter the Catfish's Maw.

GUTTED

Ducking beneath the waves Link finds the entrance to the Catfish's dungeon - home to the Slime Eel. However Link's main concern is a character named Master Stalfos.

BAG O' BONES

Master Stalfos is to all intents and purposes, a bloody great skeleton - with a bad attitude. Link meets with him four times but each confrontation is exactly the same in terms of tactics. Have Link drop Master Stalfos with his sword, causing the lean one to crumble into a pile of bones. Nestling a bomb in the remains is the only way to damage Stalfos enough to scare him away. Eventually, Stalfos relinquishes its hold on the Hook Shot.



CATCHING ON

With the hook shot Link pulls himself across some of the larger gaps by attaching it to objects such as chests and blocks. Bridges are also made by Link's employment of the hook shot to catch hold of the tiny hooks seen in some areas. An Iron Mask's defence is foiled when Link snatches its mask away.

GO-GO GOHMAS

Huge spider-like creatures known as Gohmas challenge Link mid-way through the dungeon. Arrows are extremely useful against them. Take care not to position Link in front of the Gohmas as they start to shudder: this means that they are about to charge downwards.

WELL WELL WELL

Heeding the advice of the stone slab, Link takes a dive into the dungeon's most flooded room. This is the way to the chest containing the Nightmare Key.

SLIME EEL

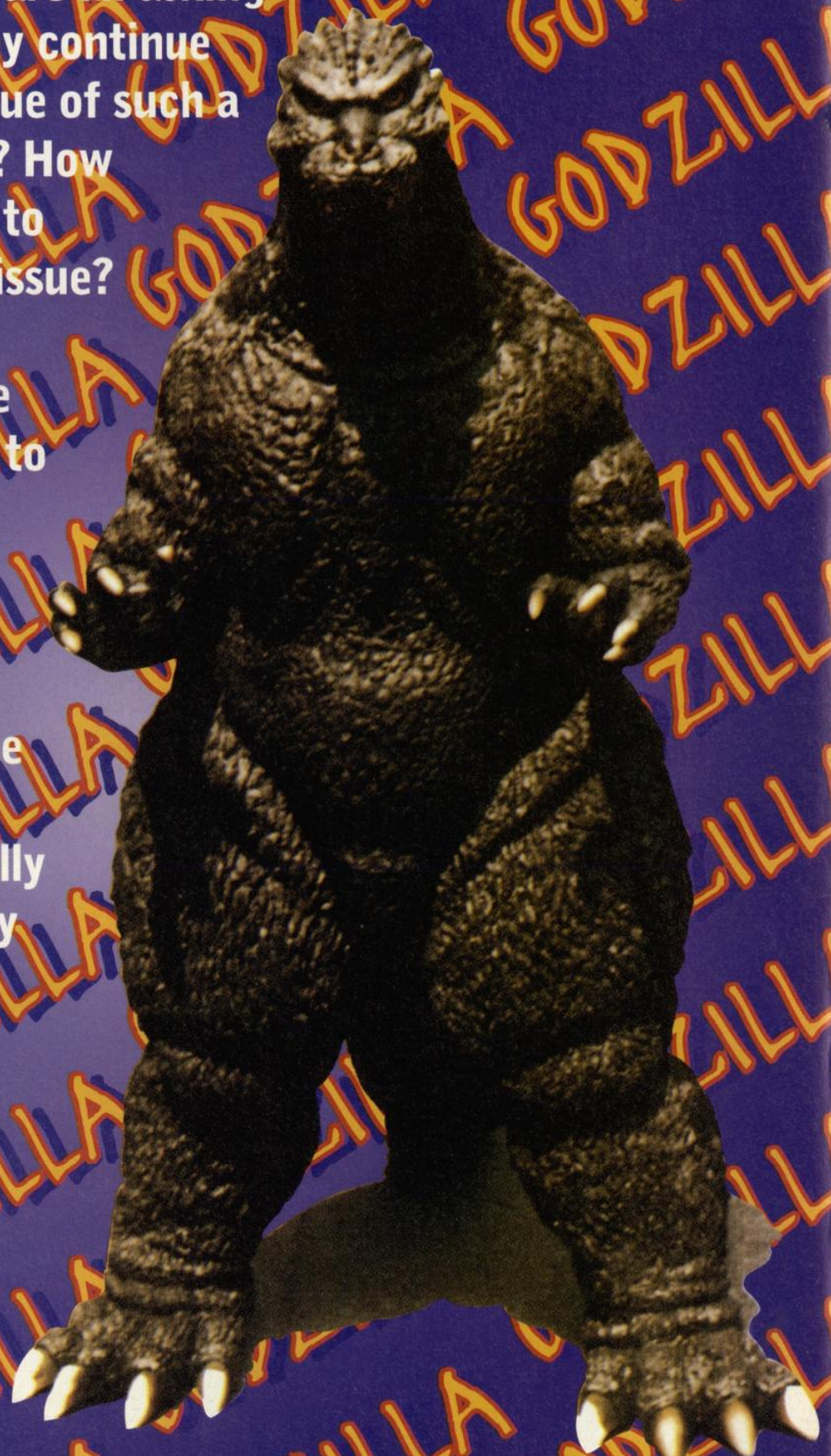
Slithering between Link and the Marimba instrument is the Slime Eel. Whilst dodging its thrashing tail, Link concentrates on drawing the guardian from its hiding place with his Hook Shot. With the Eel snagged our valiant Hyrulian slashes its heart with his sword.

NOT THE NEXT ISSUE

How can they do it, you are all asking yourselves. How can they continue to put out issue after issue of such a stupendously good mag? How can they possibly aspire to better themselves each issue?

It's quite easy really. We twist arms, we threaten to send them photographs of Andrew first thing in the morning (it's not a pretty sight and doesn't really improve during the day, I might add), and, when the going gets really tough, we dispatch Mary with the Bar B-Q Tool...

The result? Well, you'll see it in next month's absolutely humungous issue, the one with - actually it's a surprise - on the cover.



In the meantime Mary has insisted that we run this absolutely fantastic shot of Godzilla, because she feels that no mag is complete without at least one shot of the big G.

DESERT FIGHTER

"Command HQ to Attack 1.
You ready for the next mission?"

"Hey Captain,
I've always been ready."

"Roger that Attack 1.
Best of luck, you'll need it"

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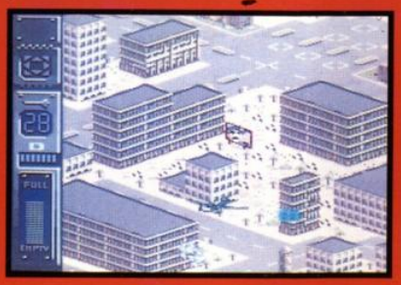

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